The Best Selling Unofficial N64 Magazine!

TOTAL 64

100% UNOFFICIAL

ESSENTIAL READING FOR THE NINTENDO GENERATION

DUKE NUKEM ZERO HOUR

Pork's back on the menu!

ZELDA

Massive 6 page special!

Also in this issue:

- TOMORROW NEVER DIES
- SUPERMAN
- BANJO-TWOOIE
- ALL STAR TENNIS '99
- GAUNTLET LEGENDS
- MYSTICAL NINJA 2
- VIRTUAL POOL 64
- SURVIVOR: DAY ONE
- TOP GEAR OVERDRIVE

If your FREE book is missing, please consult your newsagent

FREE! TUROK 2 POSTER

REVIEWS — TUROK 2: SEEDS OF EVIL · BODY HARVEST · WIPEOUT 64 · SILICON VALLEY · V-RALLY · STARSHOT · S.C.A.R.S. · NHL '99

GUIDE — GEX 64

PREVIEWS — MICRO MACHINES 64

FEATURE — ZELDA: OCARINA OF TIME

64-MATIONS — DUKE NUKEM: ZERO HOUR · RAYMAN 2

COMPETITION — SILICON VALLEY

RAPIDE PUBLISHING

Volume 2 Issue 10 [No.22]

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Printed in England

TASTE THE

"BY FAR THE BEST BEAT'EM UP ON THE N64!"

94%

Total 64 Magazine – Top Banana Award

"A game that no N64 owner should be without."

"By far the best beat'em-up on the N64 with unmatched multiplayer action!"

"A wrestling fan's dream."

"Takes WWF Warzone into the ring and teaches it how to REALLY wrestle."

90%

Official Nintendo Magazine – Awesome Award

"A top class brute-bashing bonanza... the amount of moves are amazing."

"Wrestling fans NEVER had it so good."

87%

64 Magazine

"An essential buy!"

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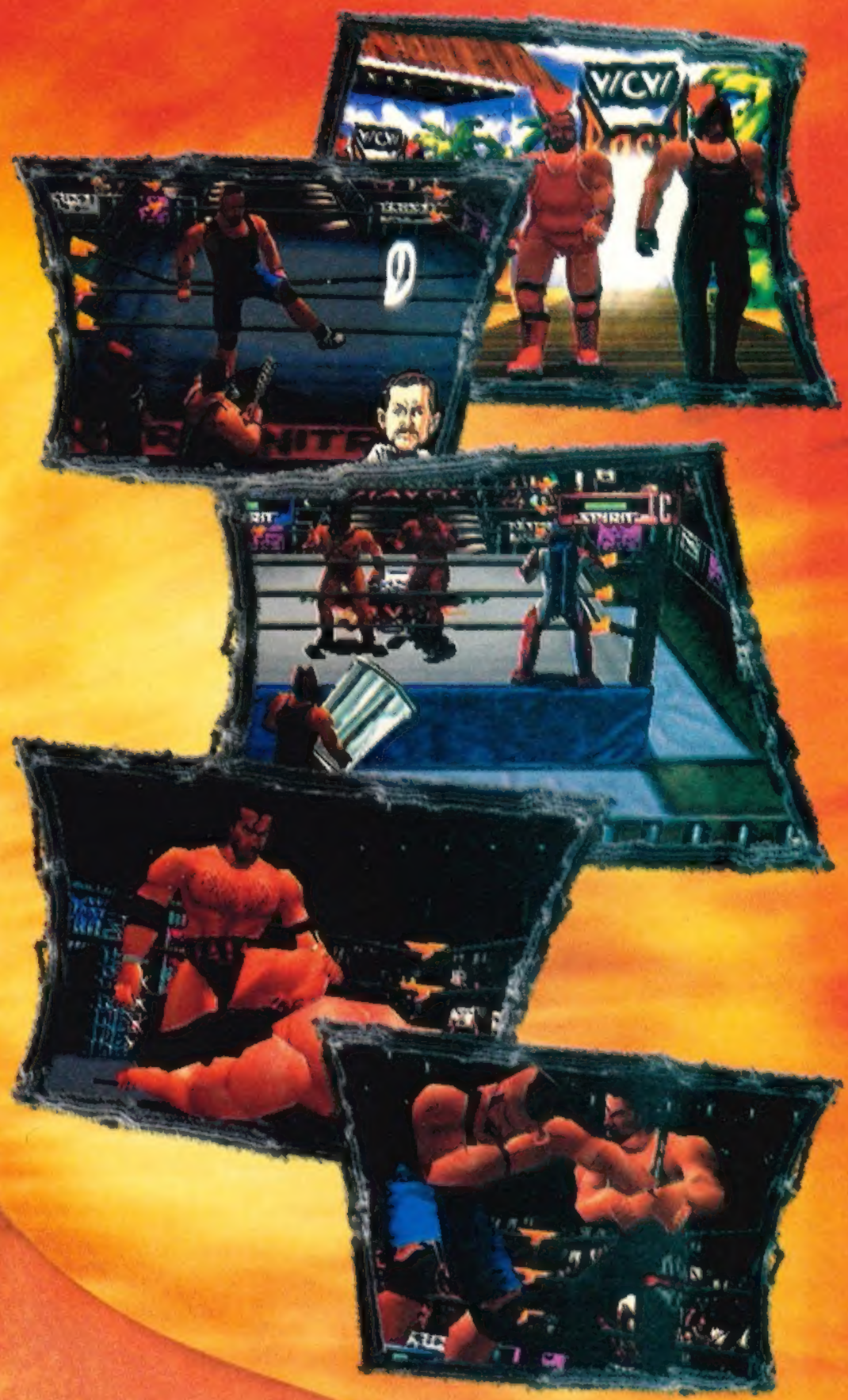
FEAR!


W/CW/
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WCW/nWo
REVENGE
THQ
NINTENDO 64
Nintendo
PAL VERSION

TOTAL 64 CONTENTS

ESSENTIAL READING FOR THE NINTENDO GENERATION

DUKE NUKEM: ZERO HOUR

The muscular hero with attitude returns to the N64 with his hog-murdering skills primed and ready to roll. Find out what his latest escapade is all about. P.16

64-MATIONS

14. RAYMAN 2

Anyone up for a bit of slap and tickle? Rayman certainly is in his all-new adventure winging its way to you on the N64 next year. Expect big things from this all-3D adventure.

PREVIEWS

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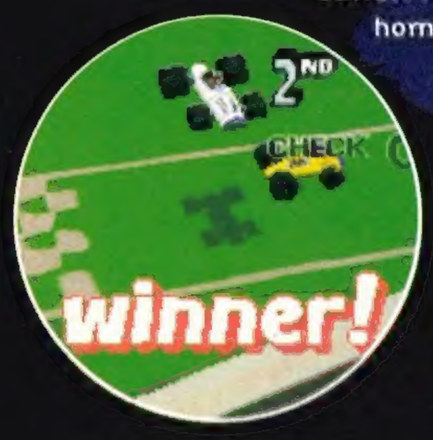
Micro motor mayhem drives its way into TOTAL 64. We suffered... Oh did we suffer! Pant-wetting laughter is brought to the home in manic, miniaturised fashion.



72. GEX 64 PART 2 SOLVED

In the last issue of TOTAL 64, we brought you Part One of our essential guide to. This month we have the second and equally vital edition. Your training is now complete.

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Everything you ever wanted to know about the forthcoming release. The boy Jon plays around with the Occarina of Time and the legend is gradually unveiled.

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As Christmas approaches, what better way is there to spend a snowy afternoon than slaying a couple of ugly, nasty prehistoric beasts? The leather clad hero swings in with his latest adventure.

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Racing games have featured heavily in recent issues – this month we have the dirt-burning superstar. There are no indicators required apart from our valuable opinions.

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Infogrames proudly hand us their intergalactic adventure, *Starshot*. The mischievous juggler with the power of the stars wanders in for a custard pie contest.

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The violent, alien extravaganza is ready and waiting for the TOTAL 64 examination. Adam Drake may be able to save the world, but can he save his game from the T64 scrutiny?

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60. NHL '99

The rough and ready sport of ice hockey receives the EA Sports treatment, and is aspiring to be the market leader. Will it freeze on the rink, or smoulder with exitement?

44. SILICON VALLEY

Chips, chips, how many chips? This isn't about the greasy, fried potato variant, but the game is as slick as a pond of Olivio. Find out just how original it is.

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EDITORIAL

Everything comes to he who waits, or so they say. This month it is true on at least two counts. Firstly, I have now been made Editor of this splendid mag. But secondly (and more importantly) we have finally got a finished version of *Turok 2* in the office. We could have reviewed the preview copy that we received last month. We could have claimed that we didn't want to spoil the game for you by showing the boss characters (because the preview cartridges didn't have the boss characters on them) or indeed not bother to inform you as to the nature of the multi-player game (because the multi-player mode didn't work on the preview carts) – but we didn't. If we'd done that we'd be letting you lot out there down; but then again we don't claim to only review finished games, do we? That's probably one to bear in mind for the future. The point is, you have a choice – read reviews of unfinished games in other mags or read our reviews of finished games in TOTAL 64 – it's that simple, and of course it's your choice. Enjoy this mag, it's got reviews of at least three of this year's best games in it plus everything you could ever want to know about *Zelda* – what more could you possibly want?

Enjoy!

NEWS

MISSING LINK?

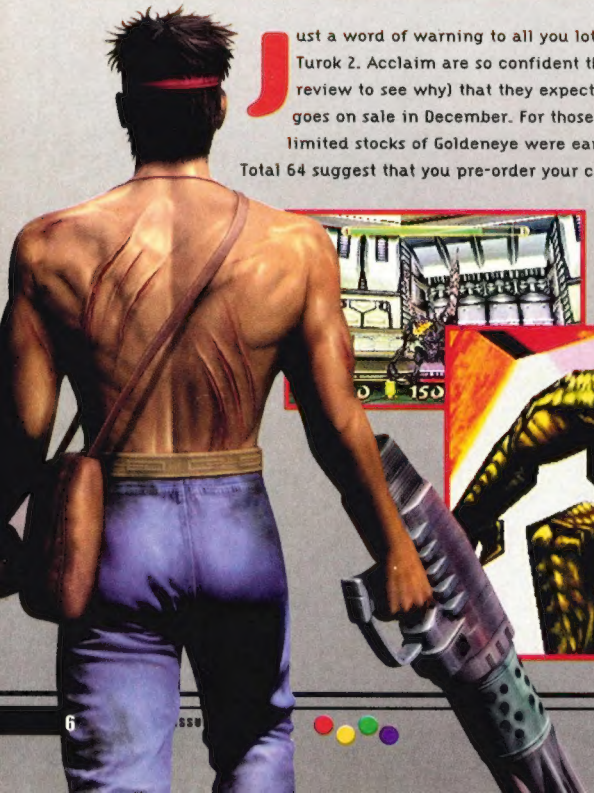
Despite reports in virtually every Nintendo mag in the land, we are still unaware of the exact release date of Zelda: Ocarina of time. Rumour had suggested that it would be hitting our shores around the 27th November. However, this date looks somewhat doubtful at present and it is feared that Nintendo's game of the year might not even get released in '98! Whatever happens, with the vast number of top titles hitting our shores in the run up to Christmas it may well be that Nintendo now feel that rather than swamping the market, Zelda might best be saved for the New Year thus taking advantage of the many new N64 owners who have taken advantage of the rather tasty new Goldeneye and Mario bundles. T64

MONEY'S TOO TIGHT TO MENTION

Rather alarming news has emerged from the land of the rising sun. Your favourite console's software sales are accounting for as little as 0.8% of the market share in Japan. Given that the somewhat ageing Saturn sells even more software than the N64 things are looking very bad indeed. Sales of Zelda, when released, should bump up sales somewhat. However, Nintendo will have their work cut out for them if they want to catch up with the PlayStation's software sales figures which account for 70% of all software sales - blimey! T64

Get 'em While they're hot!

Just a word of warning to all you lot out there who are desperately keen to get their hands on Turok 2. Acclaim are so confident that it will sell by the bucket-load (check out this month's review to see why) that they expect that they won't have enough carts to satisfy demand when it goes on sale in December. For those of you who remember how limited stocks of Goldeneye were earlier this year can expect much the same with Turok 2. We at Total 64 suggest that you pre-order your carts as soon as you can to avoid disappointment. T64



STOP PRESS

PAGE 6: NO ZELDA RELEASE, TUROK 2, N64 SALES.
PAGE 7: NEW N64 PAKS, BANJO-TOOIE, BOND 2?
PAGE 8: ALL-STAR TENNIS, CASTLEVANIA, WWF 2.
PAGE 10: GAUNTLET 64, SUPERMAN, VIRTUAL POOL.
PAGE 11: PERIPHERAL VISION, GOEMON 2.
PAGE 12: CHART ATTACK, PRICE WAR, MARIO PARTY.

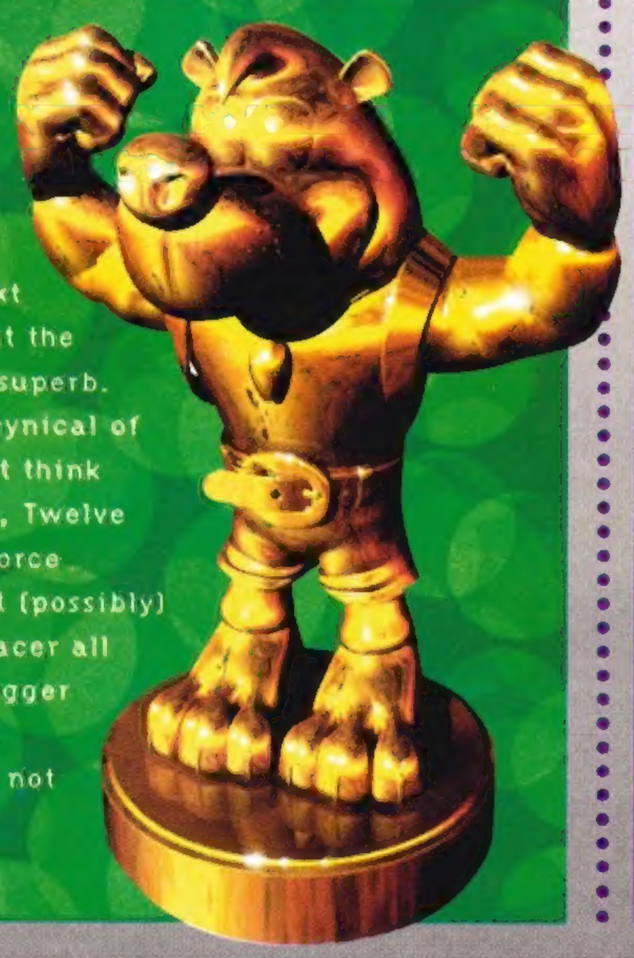
PACKED RIGHT UP!

It might have escaped your notice but there are some rather tasty N64 bundles available in the shops right at this very moment. For the princely sum of £99.99 you can acquire an N64, a controller (plus all those other important gubbins) and a choice of either Goldeneye or Super Mario 64. This is a bit special and will no doubt have Sony filling their underwear at the prospect of lots of little people out there buying an N64. Already many people out there have taken advantage of this little bundle and it is reported that sales of N64s have already doubled! It is also worth noting that some retailers are offering other games in place of the standard bundle, so if you don't fancy a bit of Mario or Bond action (are you mad?) then you might find an N64 coupled with Banjo-Kazooie for the same price - nice! T64

Bird and Bear celebrate until next Christmas?

It might be way off but it is already looking like Rare are determined to put off releasing the sequel to Banjo-Kazooie until late next year. This should ensure that the game will be absolutely superb.

However, the more cynical of you lot out there might think that what with Perfect Dark, Twelve Tales: Conker's Quest, Jet Force Gemini, Donkey Kong 64 and (possibly) some Gran Turismo beating racer all on the way Rare might just want to stagger out their top titles across the year... You never know, Banjo and his friends might not even appear until 2000... T64



WILL BOND RETURN?

MGM interactive are thought to be considering porting its PlayStation Bond Title to the N64. Given that Rare's Bondian-based biggy has managed to sell consistently well, it may prove to be a shrewd move on MGM's part. However, our chums at Total PlayStation reckon that 'Tomorrow Never Dies' is set to be something of a lame effort on the big grey thang! (Change this Fuqua and you will be strung up by your nerds, George)(you nerds couldn't get that much string - George)

However, we shall wait and see... T64

UK RELEASE DATES

PAL

December 1998

V-Rally 64 (Ocean)
NBA Jam '99
Fifa 99 (EA)
Legend of Zelda: Ocarina of Time (Nintendo)
Star Wars: Rogue Squadron (Lucas Arts)
Turok 2 (Acclaim)

1st quarter of 1999

F1 Racing Simulation (Ubi Soft)
Looney Tunes: Space Race
Rayman 2(Ubi Soft)
O.D.T(Psygnosis)
Twisted Edge Snowboarding
Top Gear Overdrive
4x4 Mud Monsters(Take 2/GOD)
South Park
Duke Nukem: Zero Hour(GT Interactive)

2nd quarter of 1999

Michael Owen's World League Soccer '99
Twelve Tales: Conker 64(Rare)
Wild Metal Country(Gremlin)
Castlevania 64(Konami)
Jest(Ocean)
Superman(Titus)
Harrier 2000(Video system)
Shadowgate 64: Trials of the 4 towers(Kemco)
Hype - A time quest(Ubi Soft)
Carmageddon 64(Interplay)
All-Star Tennis '99(Ubi Soft)
Charlie Blast's Territory(Kemco)

3rd quarter of 1999

Ronaldo Soccer(Infogrames)
Acclaim Sport Soccer(Acclaim)
Jet force Gemini
Tasmania Express

DEUCED UP!
ALL STAR TENNIS '99

With tennis games being a little thin on the ground, it is somewhat refreshing to see that Ubi Soft are about to redress this imbalance by releasing All Star Tennis '99 on the N64 next year. Boasting a wealth of tennis courts from around the world and including many of the major tennis stars such as Richard Krajicek, Michael Chang and the current Wimbledon champion Jana Novotna, All Star Tennis should be a bit of a smash with fans and non-fans of the sport. **T64**

(TRAN)SYLVANIAN FAMILIES!
CASTLEVANIA

Konami are busy putting the finishing touches to their long awaited 64-bit platform adventure, which boldly only has the name "Castlevania", signalling a new beginning to the series, although it is actually the fourteenth game!

It appears that two of the characters - the chainsaw-wielding Kola and the Werewolf, Cornell, have been dropped to allow the game to be improved for the two remaining characters, Schneider Belmont and Carrie Easterfield. The game will consist of a completely different adventure depending on which character you choose to use, and Konami have promised that you will get turned into a vampire, and that you will go toe to toe with Death himself, as well as of course, Count Dracula.

The game is now much improved on what we saw at E3, and with its revolutionary real-time lighting and enemy AI, detailed graphics and creepy horror theme, this should be one of the top titles of 1999. **T64**

64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS

WWF makes a return.

After the success of Warzone, Iguana are working on a follow-up before they lose the license to WCW Revenge developers THQ. The game will include more features, twice as many grapplers and more realistic motion captured graphics. Named WWF: Attitude, it will be something very special indeed!

Armageddon out of here...

Rumours around the industry suggest that Acclaim have abandoned a little-known project called Magic: The Gathering: Armageddon. It may well be that the project will be resumed at the later date, but it is more likely that the game was dropped due to Acclaim's incredibly strong 1999 line-up - maybe Armageddon just couldn't compete!

There is another...

In a major coup for N64 owners, Nintendo have beaten Sony to the rights to release a game based around the upcoming Star Wars prequel, Phantom Menace, and unbelievably the game is set to be released before the summer of '99, to coincide with the release of the new film!

The game will, of course, be developed by LucasArts, and should support the 4-meg expansion pak!

V-Rally '99. On Nintendo 64.

The all new V-Rally '99 is now on Nintendo 64. And only on Nintendo 64. Twelve official WRC 1998 rally cars battle it out against time and each other on 48 gruelling tracks spread across eight countries. And you can't trust the weather; with erratic conditions and punishing night-time stages. V-Rally '99. On Nintendo 64.

You can't beat it.

"It aces all the other car driving games out there." **N64 Magazine – 90%**

"It is a game that Nintendo owners have been crying out for." **Total Control**

"A fantastic racing game that you should add to your collection." **Total 64 – 90%**

"The action in V-Rally is a pure adrenalin rush." **N64 Pro – 90%**

NINTENDO64

INFOGRAMES

V-RALLY EDITION 99

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Starshot(Ocean)
Deth Karz(GT Interactive)

4th quarter of 1999
Nuclear Strike(THQ)
Nomen Quest(THQ)
F-18 Super Hornet(Titus)
10808 Snowboarding II(Nintendo)
Perfect Dark(Rare)

TBA
Hercules: The Legendary Journeys(Titus)
Quest for Camelot 64(Titus)
Duck Dodgers in the 3rd 1/2
Dementia(Infogrames)
64 Wars(Hudson Soft)
Mystical Ninja staring Geomon II
Lego Racers(Lego Media
Donkey Kong Country 64(Nintendo)
Legend of the River King(Natsume)
Spooky
Banjo-Tooie(Rare)
Earthbound 64(Mother 3)
Descent 64(Interplay)
Dragon Storm
First Samurai 64
Ghouls and ghosts(Capcom)
Golden Nugget(EA)
Kirby 64(Nintendo)
Megaman 64(Capcom)
Mission: Impossible II(Ocean)
Mario Artist: Picture maker(Nintendo)
Mario Artist: Polygon maker(Nintendo)
Rakuga Kids(Konami)
Smurfs 64(Infogrames)
Super Mario 2(Nintendo)
Super Mario RPG 2(Nintendo)

US RELEASES

December 1998
Nightmare Creatures (Activision/Kalisto Entertainment)
S.C.A.R.S. (Ubi Soft/Vivid Image)
Star Wars: Rogue Squadron (Nintendo/LucasArts/Factor 5)
FIFA 99 (EA Sports/EA Canada)
Charlie Blast's Territory (Kemco/Microware/Realtime Assoc.)
Bust-A-Move 3 (Acclaim/Taito/Probe)
South Park (Acclaim/Iguana Texas)
Chameleon Twist 2 (Sunsoft/Japan System Supply)
Starshot (Ocean/Infogrames)

BARBARIC OR WHAT?

GAUNTLET LEGENDS

Older readers will no doubt have spent much of their hard-begged for pocket money playing the original Gauntlet in the arcades over ten years ago. Now Atari have seen fit to update this classic game onto the N64.

Gone now is the classic top-down view of Warrior, Valkyrie, Wizard and the Elf (as a matter of fact, gone now is Elf, having been replaced by the Archer). Atari have opted to bring Gauntlet bang up to date by opting for (you'll never guess) luscious 3D environments instead. However, as the graphics are looking somewhat detailed and not a little gorgeous, who are we to complain?

Gauntlet Legends, when released next year, should combine all the magical slaying action that you could ever want with a pretty funky four player mode (just like the original did).

Although very early on in development, we are hoping that Gauntlet Legends lives up to its pedigree by providing the ultimate in all-out multi-player action; more on this gem in the coming months of... T64

MARTINI CINZANO BIANCO

VIRTUAL POOL 64

For those of you who are sick of waiting in your local pub, youth club (or whatever strange places you feel like inhabiting) just to get the opportunity to play a little pool, Interplay are about to bring forth the solution to problem. Virtual Pool 64 (original title or what?) will bring to life the heady excesses of one of the world's most dangerous sports (jus' kiddin'!). Joking aside, Virtual Pool 64 will cater for all your pool needs as it includes as many different versions of the much played game as can be fitted onto a cartridge-shaped cartridge. Whether or not it will include a smug git who will only get off the table if you play him (and beat him) is another matter. All will be revealed when we preview this little bunny next month... can't wait... slug balancing, anyone? T64

MAN IN TIGHTS!

SUPERMAN: THE ANIMATED SERIES

Here are some more screenshots from Titus' Superman: The animated series, which is released this month in America. The game features Final Fight style beat-'em-up sections, flying sections and a four player deathmatch over Metropolis. Since not all of the characters can fly, this could be very interesting indeed.

The one player game sees you battling Lex Luthor and all of the other enemies from the animated series over sixteen levels, using of course all of the magical powers at Superman's command. Look for a preview in the next issue of Total 64! T64

PERIPHERAL VISION

GUILLEMOT

~~As may as well assume it is called Peripheral Breeding... at least as far as third-party joypads are concerned. Once official Nintendo joypads have come down in price to a bargain £19.99, it is not even~~ worth looking at third-party pads any more as even the best ones only offer a poor impersonation!

Guillemot's Trilogy Pack offers you a joypad, rumble pak and memory pak for the princely sum of £19.99.

Undeniably this is a bargain, as you'd pay at least double that to buy all official stuff, and while the rumble and memory paks are fine, the problems start with the most important part.

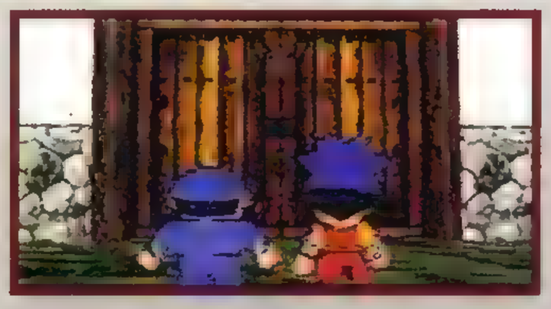
The analogue stick is appalling quite honestly, and you will have serious trouble keeping your thumb on it. The D-pad is similarly bad, with 360° movement that defeats the object of a D-pad in the first place! The pad is also uncomfortable to hold, and while the buttons are fine I would rather eat a full wasp's nest than use this pad again... a poor effort indeed, although a rather good value one.

3/10

DON'T EVEN GOEMON THERE!

MYSTICAL NINJA: GOEMON 2

Konami are beavering away right now on Goemon's second 64-bit adventure, which returns to its 2D sideways-scrolling platforming roots. Featuring a two-player co-operative mode as well as the subgames and role-playing aspects we have come to expect, Goemon should be something to watch out for in1999 if you are a fan of super-deformed ninjas with strange hair! **T64**



January 1999

Caesar's Palace (Crave/Lobotomy)
BattleTanx (3DO/Cyclone Studios)
Roadsters '99 (Titus)
Fighting Force 64 (Eidos/Core)

Magical Tetris Challenge (Capcom)
WCW Nitro (THQ/Inland Productions)

February 1999

Shadowgate 64: Trials of the Four Towers (Kemco/Infinite Ventures)
Quake II (Activision/Raster Productions)
AirBoardin' USA (ASCII/Human)
California Speed (Midway/Atari Games)
NHL Hockey Sim '99 (Midway/Atari Games)
O.D.T. (Psygnosis/Psygnosis France)
Penny Racers (THQ/Takara)
Rat Attack (Mindscape/Pure Entertainment)
Tonic Trouble (Ubi Soft)

March 1999

4x4 Mud Monsters (Take 2/GOD/Edge of Reality/Terminal Reality)
All-Star Tennis '99 (Ubi Soft/Smart Dog)
GEX 3: Deep Cover Gecko (Eidos/Crystal Dynamics)
Micro Machines V3 (Midway/Codemasters)
Monaco Grand Prix Racing Simulation 2 (Ubi Soft)
Vigilante 8 (Activision/Luxoflux)
WinBack (Koei/Omega Force)

Quarter 1 1999

Castlevania 64 (Konami/KCEK)
Duke Nukem: Zero Hour (GT

64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS

Snow Joke.

Snowboarding fans rejoice! We can now confirm that work is already well underway on a sequel to Snowbo Kids. Yup, it's called Snowbo Kids 2, but if it delivers the all-new weapons and much-improved multiplayer mode promised, Snowbo Kids 2 might just become a bit of a classic game. Bearing in mind that the original wasn't half bad, we can't wait to hit the piste with the Kids!

Fancy a Flutter?

For those of you out there who like to gamble but don't like losing that hard earned cash, EA are about to make your dreams come true by releasing Golden Nugget 64! This strange offering will give you the opportunity to play Craps, Black Jack, Roulette and even have a go on the slot machines all from the comfort of your own home!

Eurocom work's with Disney.

Mortal Kombat 4 and Duke Nukem: Zero Hour developers Eurocom are apparently working on a Disney game of some description, most probably a 3D bouncy-cutie game, as well as a title known only as Forty Winks. What with Capcom also working with Disney and Looney Toons games coming from Infogrames, we're all gonna have loads of fun!

Interactive/Eurocom)
Earthworm Jim 3-D (Interplay/VIS Interactive)
GT World Tour (Midway/Boss Game Studios)
Harrier 2000 (Video System/Paradigm)
Looney Tunes: Space Race (Ocean/Infogrames)
NBA Pro '99 (Konami)
NHL Pro '99 (Konami)
Survivor: Day One (Konami)
Twelve Tales: Conker 64 (Rare)
V-Rally '98 Championship Edition (Ocean/Infogrames/Eden Studios)
Wild Metal Country (???/DMA)

April 1999

All-Star Baseball 2000 (AcclaimSports/Iguana Texas)
Michael Owen's World League Soccer '99 (Eidos)
Rayman 2 (Ubi Soft)
Snowboard Kids II (Atlus/Racdym)

May 1999

Hype: The Time Quest (Ubi Soft/Ubi Soft Canada)
LEGO Racers (LEGO Media/High Voltage Software)
Shadow Man (Acclaim/Iguana U.K.)

Quarter 2 1999

Carmageddon 64 (Interplay/SCi/Stainless)
Gauntlet Legends (Midway/Atari Games)
Jungle Bots (Titus/Conceptual Realities)
Legend of the River King 64 (Natsume)
Mystical Ninja: Goemon 2 (Konami)
Pokémon Stadium (Nintendo)
Rugrats (THQ/n-Space)
SD Flying Dragon (Natsume/Culture Brain)
Tasmanian Express (Ocean/Zed Two)Dragon Storm (MGM

CHART ATTACK

EXCITEMENT DIRECT

Excitement Direct are purveyors of all things Nintendo - games, peripherals, you name it, they've got it.
You can check out their advert on page 63.

1. F1 WORLD GRAND PRIX . . (PARADIGM / NINTENDO)
2. 1080° SNOWBOARDING . . . . . (NINTENDO)
3. MISSION: IMPOSSIBLE . . . . . (INFOGRAMES / OCEAN)
4. BANJO-KAZOOIE . . . . . (RARE / NINTENDO)
5. ISS '98 . . . . . (KONAMI)
6. GOLDENEYE 007 . . . . . (RARE / NINTENDO)
7. MORTAL KOMBAT 4 . . . . . (EUROCOM / MIDWAY)
8. WWF: WARZONE . . . . . (IGUANA / ACCLAIM)
9. NBA COURTSIDE . . . . . (LEFTFIELD / NINTENDO)
10. FIGHTERS DESTINY . . . . . (OCEAN / INFOGRAMES)

BLOCKBUSTER

Blockbuster stock a wide range of N64 games and peripherals. Don't forget that they also rent out games to prevent you from shelling out hard earned cash on lame games...

1. F1 WORLD GRAND PRIX ...(PARADIGM / NINTENDO)
2. 1080° SNOWBOARDING ..... (NINTENDO)
3. GOLDENEYE ..... (RARE / NINTENDO)
4. WWF: WARZONE ..... (IGUANA / ACCLAIM)
5. MISSION: IMPOSSIBLE ..... (INFOGRAMES / OCEAN)
6. TUROK 2 ..... (IGUANA / ACCLAIM)
7. BANJO-KAZOOIE ..... (RARE / NINTENDO)
8. ISS '98 ..... (KONAMI)
9. SUPER MARIO 64 ..... (NINTENDO)
10. WCW VS. NWO WORLD TOUR ..... (ASMIK / THQ)

TOTAL64

Here are the Total 64 team's top ten N64 games at the moment. As you can see, Goldeneye has been toppled by the mighty Turok 2!
Viva La dinosaur hunter!

1. TUROK 2 ——— (IGUANA / ACCLAIM)
2. BODY HARVEST ——— (DMA DESIGN / GREMLIN)
3. GOLDENEYE 007 ——— (RARE / NINTENDO)
4. WIPEOUT 64 ——— (PSYGNOSIS / MIDWAY)
5. ISS '98 ——— (KONAMI)
6. WCW vs. NWO REVENGE ——— (ASMIK / THQ)
7. S.C.A.R.S. ——— (VIVID IMAGE / UBISOFT)
8. F1 WORLD GRAND PRIX (PARADIGM / VIDEO SYSTEMS)
9. 1080° SNOWBOARDING ——— (NINTENDO)
10. BANJO-KAZOOIE ——— (RARE / NINTENDO

TOTAL64 Most wanted!

Perfect Dark still tops the list of the games we most want to play, in fact this chart seems to be exclusively Rare's domain, with Acclaim also making quite an impact!

1. PERFECT DARK ..... (RARE / NINTENDO)
2. LEGEND OF ZELDA: THE OCARINA OF TIME (NINTENDO)
3. JET FORCE GEMINI ..... (RARE / NINTENDO)
4. SHADOWMAN ..... (IGUANA / ACCLAIM)
5. BANJO-TOOIE ..... (RARE / NINTENDO)
6. SOUTH PARK 64 ..... (IGUANA / ACCLAIM)
7. CASTLEVANIA 64 ..... (KONAMI)
8. WINBACK (..... KOEI)
9. BLOODSHOT ..... (IGUANA / ACCLAIM)
10. CONKER 64 ..... (RARE / NINTENDO)

64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS

Mario and Donkey Kong do duet on N64!

Hudson have announced that they are working on a game entitled Mario Party. Rather than being just one game (Mario 64 2 anybody?) it will include over 50 mini-games rather like one of those travel compendiums. There is no news as to whether the game will grace our shores, but you can bet if it sells well in Japan Nintendo will probably consider it.

Sony running scared!

N64 sales have hit an all-time high since the price reduction to £39.99! Sony, who have suffered disappointing sales of the £44.99 Tekken 3 have announced price cuts for their games in retaliation. This price war should mean that N64 titles will be dropped even lower over the coming months as Nintendo are ardent that they will not be outdone at this stage in the christmas console war!

Any more for any more...

Japanese software developers Kemco have big things in store for N64 owners in '99. Whilst we are already salivating over the prospect of getting our hands on Top Gear Overdrive and Knife Edge due out later this year, Kemco have confirmed that they will be releasing at least five new games in '99. Sounds very promising to us...

Soon, a new star will be born.

NINTENDO 64

INFOGRAMES
UNITED KINGDOM

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Nothing on earth
will prepare you

RAYMAN 2: THE GREAT ESCAPE

After the success of the first game, Ubi Soft have seen fit to impress us all to bits with the forthcoming *Rayman 2*. With heavenly 3D looks, this might just be the unexpected hit of next year.

START With the first *Rayman* game reaching Platinum status on the PlayStation, *Rayman* has already proved his success to the world of gamers. The original title offered little new as it was but a 2D platformer. More than this, it was also rock hard and was slightly irritating as a result. However, thanks to a whole new game engine (and a few tweaks in the gameplay department, we hope!), the developers have brought the sequel kicking and screaming into the world of 3D.

The world first witnessed the splendour of this game at both the E3 and ECTS shows earlier this year. During its time there, it attracted a whole bagful of attention. Crowds were lining up to play it by the troop load, all making similar observations, like "Is that *Rayman 2*?" and "Look at those gorgeous graphics!".

Rayman 2 offers gamers 40 long hours of intuitive and humorous gameplay, all running at a silky smooth 30 fps, with over 75 minutes of cartridge-streamed music for your listening pleasure.

So that's the technical run-down, what about the storyline? Well, Rayman is on a bit of a rescue mission, robot pirates have imprisoned Rayman and his friends in an intergalactic zoo. He must free his friends and collect all the ingredients for a miraculous soup that will open the door to great powers.

During your battles, you must face such oddities as two-footed missiles, zombie chickens, piranhas and huge end-of-level bosses – all this in a day's work!

In the original game, Rayman had a magic fist. In the latest version, this element has been taken two steps further. He can now use it as a torch, or to grapple objects, flip levers, and best of all, tap enemies on the back and then pop them head over heels. The basic moves that are at his disposal include running, climbing, swimming, swinging from vines, sliding on ice and using his hair to fly like a helicopter.

We shall all be awaiting this title with eager eyes in the months to come. You can be sure that when we know more, you will. T64

During your battles, you must face such oddities as two-footed missiles, zombie chickens, piranhas and huge end-of-level bosses – all this in a day's work!

THE LOWDOWN

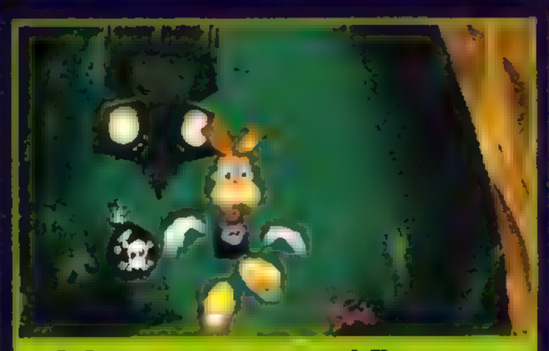
PUBLISHER: **Ubi Soft Entertainment**

DEVELOPER: **Smart Dog**

EXPECTED RELEASE DATE: **TBC**

FORMAT: **Cartridge**

Rayman feels the full force of the blast as an enemy hurls an explosive weapon in his direction. That's gotta hurt!



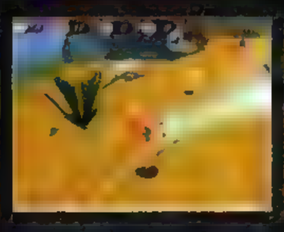
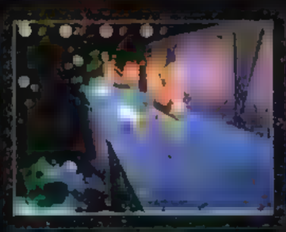
A few years on and Rayman has yet to grow any arms or legs. Super gloves, though!

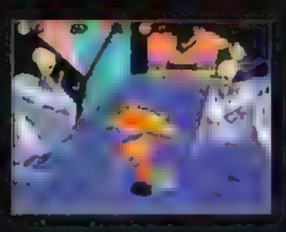
Rayman looks bewildered in this strange new world.

The universe has a new hero.

And this one juggles.

And flys. And swims. And he's set to become the biggest star since Super Mario. He's Starshot, the ace star juggler. And the only one who can save Space Circus from the rival Virtua Circus. To succeed, he must collect new circus acts and rides before the evil Virtua Circus. Seven unbelievable planets to explore. Over 300 weird extraterrestrial characters to meet. All in glorious 3D graphics. This has to be the best game in the universe.



NINTENDO 64

INFOGRAMES

Starshot

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DUKE NUKEM:

At last, the Dook himself is back, with a new pair of shades and a new pork-alien invasion to dispose of. Don't worry though kids, this is just another day at the office for Mr. Nukem!

START

You could say that Duke Nukem is the Lara Croft that happened before Lara Croft, a realistic-type character (as opposed to a blue hedgehog) who has appeared in a number of games on at least three platforms, becoming something of a phenomenon outside the strict barriers imposed by the four corners of a television screen.

It was Duke's third game that made the difference. Ditching the sideways-scrolling shooting fare of his previous two adventures, Duke appeared on the PC in *Duke Nukem 3D*, a first person shoot-'em-up which had many similarities to *Doom*, but with the addition of the over-the-top character, and comic sounds and visuals, plus an indescribable "X-factor" which took *Duke* to being a worldwide success.

This game was translated onto the N64 platform where it also made a big splash, despite several cuts from the somewhat politically incorrect PC version. *Duke Nukem: A Time To Kill* revised the format again, bringing *Duke* into a third-person perspective not unlike *Tomb Raider*.

Duke Nukem: Zero Hour takes the viewpoint of the PlayStation version and improves on everything tenfold.

Duke digests to the future are not what they used to be. Duke Nukem could get you hell of a beefcake here!

THE LOWDOWN

- Publisher: GT Interactive
- Developer: Eurocom
- Release Date: March '99
- Format: Cartridge

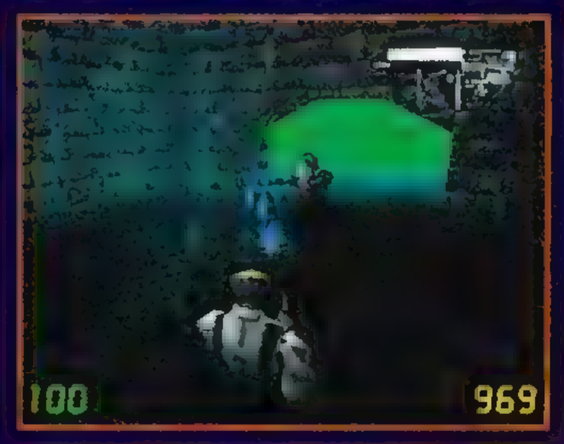
ZERO HOUR

This brings us slap-bang up to date with Eurocom's tentatively titled *Duke Nukem: Zero Hour*, which takes the new viewpoint of the PlayStation version but otherwise improves on everything else about the game tenfold.

DUKE vs LARA

Make no mistake, *Zero Hour* is in fact a completely original game, rather than a rehash of the disappointing PlayStation game. The viewpoint may be from a *Tomb Raider* style camera, but this is where the similarity ends, as developers Eurocom have tried to steer as far away from the exploits of Ms Croft as possible. The game is not based around crawling, climbing and swinging your way across numerous tricky platforms, but shooting, running, and more shooting. Think *Tomb Raider* crossed with *Turok 2* crossed with the intangible and unique qualities that only Duke brings to the table and you have a fair idea of what the game is all about.

The trip from Exeter to Eurocom's swanky offices in Derby was a rather long one that started at 5:30 in the morning, but it all became worth it once the game started running – in hi-res with the 4MB expansion pak, no less! The first level is set in a city, where you start the game in a multi-story car park. Once you get outside into the streets you really get an idea of how big the levels are. Looking up into the sky will reveal the highly detailed and crystal clear skyscrapers towering above you with not even a hint of the terrible fog monster in sight, and the game is still several months away from completion! Roaming the streets are a selection of nasty alien types, hell-bent on making a rather pretty trophy out of Duke's head. Of course, Duke, being the Bruce Willis-inspired type that he is, is kitted out with a very



Not known for his silver-fingered abilities, Duke can give the ivories a serious tinkling if the situation arises!

The viewpoint may be from a Tomb Raider style camera, but this is where the similarity ends...

BACK TO THE FUTURE!

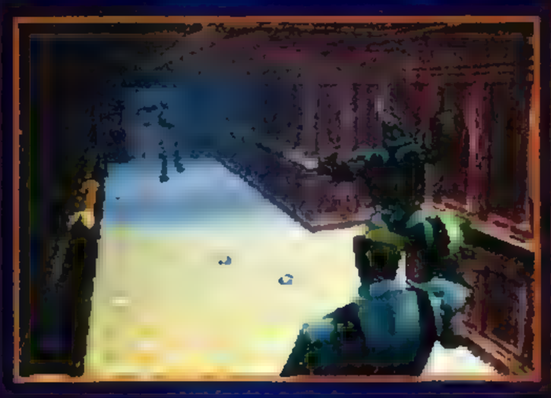
You get to control Duke Nukems from several different time zones during the game, and here we can see a selection of four of those temporally mobile Dukes

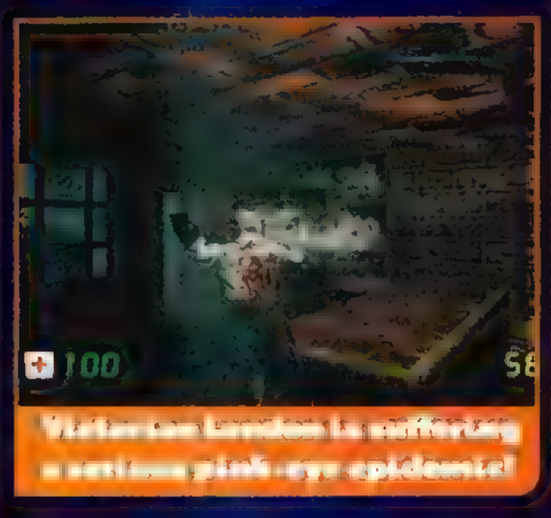
You start as Modern Day Duke, who is simply the boy Nukem as we have come to love him – suited, booted and ready to hold, thrill, kiss or kill, and lay the smack down!

Victorian Duke still wears his shades despite the fact that they are not invented yet! You know the saying: When in Rome, Duke does what the hell he likes!

Cowboy Duke is the big hero of the wildest and westernmost parts of the Wild West, complete with ten gallon hat and a pair of six-shooters. Circle the wagons!

This scene looks like it must be the interior of some strange alien ship. Unfortunately, it seems Dook wants to redecorate with blood red paint and a blood red carpet!





Think Tomb Raider crossed with Turok 2 crossed with the intangible and unique qualities that only Duke brings to the table and you have a fair idea of what the game is all about.

mean selection of weaponry to give him some help, although he would be just as comfortable laying the smack down with his hobnailed boots!

One cool addition is the *Turok 2* style sniper rifle. Eurocom were not sure about whether this would be a suitably *Duke*-ish weapon to include in the game, but the favourable reaction from journalists should guarantee that it will make the finished version. The plasma rifle was another top choice, providing a massive wave of energy that causes enemies to freeze and turn blue, with their skeletons visible through their skin, before they slowly peel away layer by layer! Yes, after seeing what they were able to get away with in *Mortal Kombat 4*, Eurocom have decided to go the whole hog (no pun intended) with *Zero Hour*. Enemies are now completely hit sensitive, allowing you to inflict damage on different parts of their anatomy. What this means is that you can blow your enemies' heads clean off, or whatever takes your fancy!

This is especially relevant to the zombies on later levels, as they sure come apart easy, but don't give up until every single body part has been completely vaporised!

TIME TO KILL!

This time around, the aliens have been clever, and decided to invade Earth at key moments through time. Luckily for us however, Duke has got his large hands on a time machine allowing him to visit these periods, dressed in the appropriate garb of course! Therefore, all along the way you will have to get used to Post-Apocalyptic Duke, Western Duke, Victorian Duke, Medieval Duke and others. Of course, these levels are highly detailed and very atmospheric representations of the Wild West and Victorian London, where the enemies and the weapons are also suited to the surroundings – so in the cowboy level, for example, Dook is armed with a neat pair of six-shooters with which to kill the sheriff pigs. Yeeehaw! What fun!

Victorian London is suffering a serious pink-eye epidemic!

Uh-oh, genuine Wild West gambling tables. We expect Nintendo will probably turn them into large, soft, fluffy, cute things...

Here we have the Total 64 boys stumbling through Rapide's doors at 3:45 in the morning... on deadline day!

The soundtrack manages to get some big kudos points for going for some hard-rockin' music that is completely different to what is seen as being in fashion at the moment. Heavy guitar riffs featuring the likes of flangers and wah-wah pedals provide a pumped-up, meaty score which fits the pumped-up action of the game perfectly.

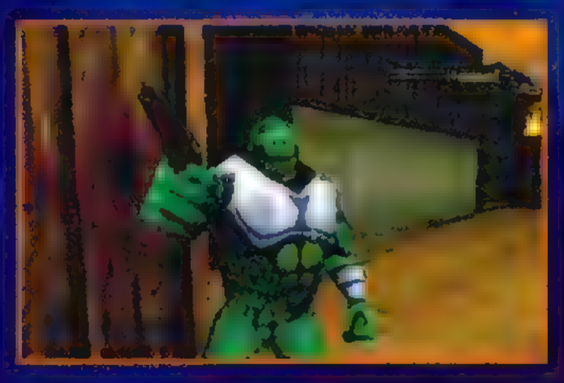
Of course, no *Duke* game would be complete without a large selection of soundbytes, and luckily for us all, Eurocom have been given the nod from Nintendo to expand the cart to 256 MB, meaning that there will eventually be loads of cool phrases blasting out of your speakers at certain points in the game. Those already included in the game include "Don't try this at home, kids. I'm a professional!" and the old classic "Hail to the King, baby".

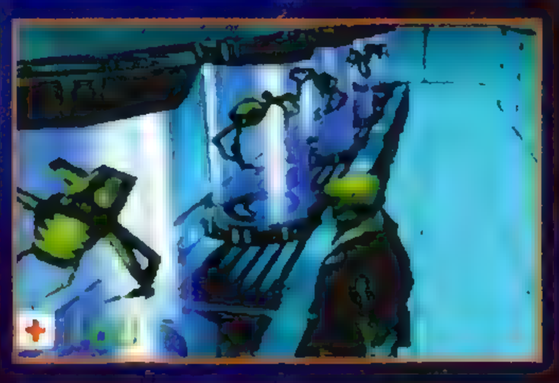
This sense of humour is also carried over into the graphics of the game, which contain references to South Park (you can achieve your dreams), *V*, The Simpsons (mmm... erotic cakes) and indeed anything which is at all cool. Movie posters dotted around the city are also superb, from "*Duke Nukem* stars in Bolok: Alien Hunter" to "*Duke Nukem* is The Golden Guy". Whether the Nintendo censors at Club Mario will order that these be removed is yet to be seen, but in doing so they would be destroying some of the game's essence because of what is, after all, simply a little bit of light-hearted fun.

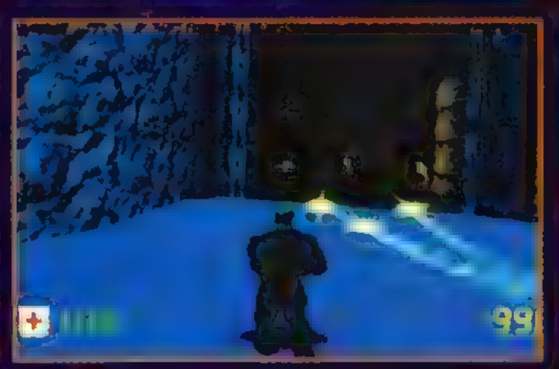
The game also comes with the now mandatory four player deathmatch mode, which runs incredibly smoothly with the screen divided up into four quarters, and it also runs in a first-person perspective, bringing back nostalgia for the *Duke* of old.

Overall, *Duke Nukem: Zero Hour* is shaping up nicely to be one of the top titles on the N64 next year. The boy Nukem has indeed returned in fine style, so look for a possible big-up feature next month, with a review to follow as soon as the cart is finished! T64

The four player deathmatch runs very smoothly, and may be a serious competitor for Goldeneye and Turok 2.







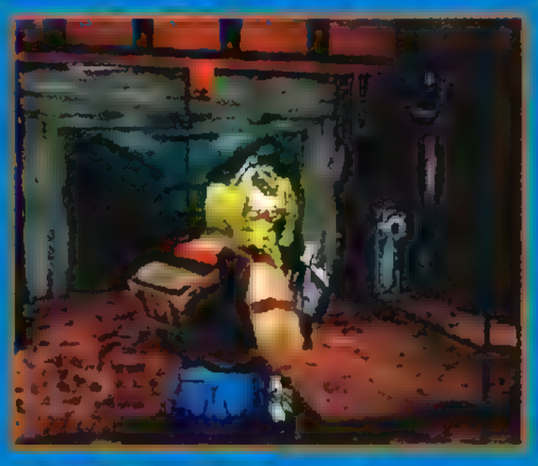
Movie posters dotted around the city are also superb, from "Duke Nukem stars in Bolok: Alien Hunter" to "Duke Nukem is The Golden Guy"!

The Dukes of Hazzard!

Duke Nukem has starred in at least four other games prior to his second N64 appearance. Here we can see what the Dook's previous 3D adventures looked like.

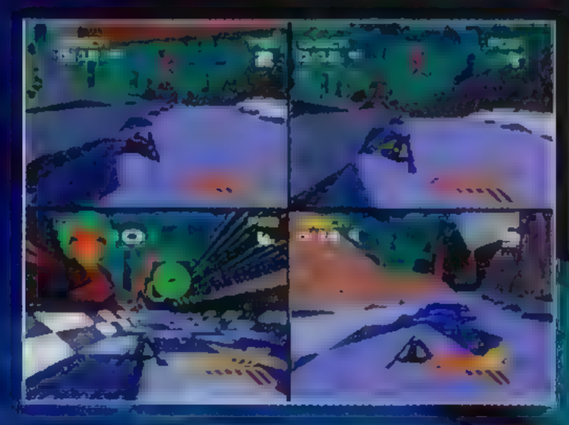
DUKE NUKEM 64

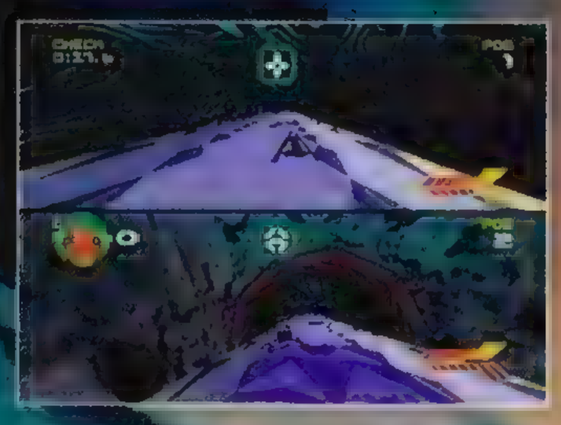
This game was a conversion from *Duke Nukem 3D*, which took the PC smash *Doom* and gave it character, providing part of the basis upon which many of today's first-person shooters like *Sin* and *Half-Life* have been built on.



A TIME TO KILL* AND *TOTAL MELTDOWN

N-Space managed to do the impossible with *A Time to Kill*, turning the Dook into something of a pansy. It was the first time Mr. Nukem experienced this type of camera though. *Total Meltdown* was just a sequel to 3D





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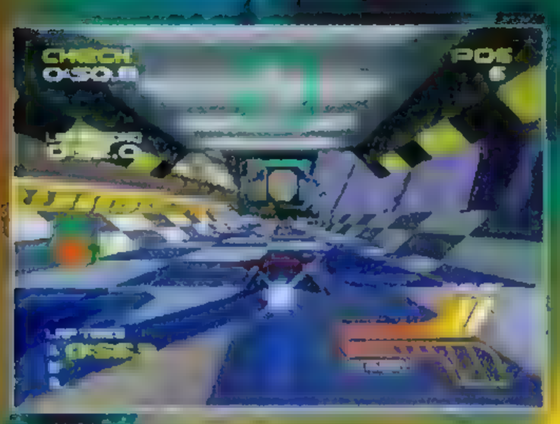

featuring
music by
FLUKE and
PROPELLERHEADS

no beauty anymore.

wipEout 64™

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MICRO MACHI

Codemasters may not be bringing Colin McRae Rally to the N64, but they are bringing something a whole lot better. Micro Machines, one of the best multiplayer games of all time, has the kind of playability which puts Tetris to shame!

START

You've all played a version of Micro Machines before. No, you in the back, don't be silly, of course you have! Incarnations of the game have appeared on every format over the last few years, and their popularity has been astounding. Good for us it is then that Codemasters are bringing the best version of the game yet to the Nintendo 64.

Micro Machines is a racing game that, unlike others, is suited to Nintendo 64 hardware. Screen update is not relevant and there is absolutely no need for a smooth framerate, meaning that we at last can have a game that can run as fast as the developers want it to, with no jagging, no pop-up or graphical glitching of any other kind.

For those of you who really are new to the experience, Micro Machines is a racing game that is viewed from a top down perspective. You must try and stay on the track, and if you stray from it too much, take a fall off of a ledge, or if the screen just leaves you behind, then you are eliminated. When there is only one car left, this car is awarded a point and the race continues. Whoever gets the most points wins. Simple isn't it! Of course, you control one of a variety of machines that are very small, hence "micro" and therefore the tracks have a feel of "Honey I Shrank The Kids" about them, from racing around garden ponds to kitchen tables.

SMALL, BUT PERFECTLY FORMED!

The graphics at first look similar to the PlayStation version, but it's immediate from the offset that they have been considerably improved - especially the special effects such as explosions - and the whole thing is a far smoother looking experience.

The feeling of smallness is also conveyed well, bringing to mind Buck Bumble. Rulers between tables act as bridges, while lumps of Swiss cheese are ramps. Everyday objects are suddenly huge obstacles that block your path, a discarded cigarette can cause your car to blow up, while a droplet of milk on the table can cause serious skidding, of more than one kind.

One of the great things about Micro Machines is the sheer number of options, and cars/tracks that you can choose to race, lengthening the game's lifespan considerably. It does get extremely tough before long on the single player game, ensuring value for money.

This car could not help but feel a strange attraction just before its untimely and explosive demise!

THE LOWDOWN

PUBLISHER: **Codemasters**

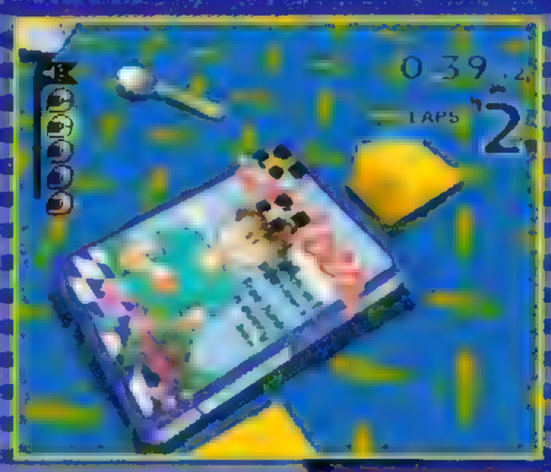
DEVELOPER: **Codemasters**

EXPECTED RELEASE DATE: **November**

FORMAT: **Cartridge**

NES 64

The world's smallest comet is about to burn a rather large hole through the tablecloth. Why, God why!?!



should be frustrating, but it isn't because you don't really care who wins - with Micro Machines it is the playing that counts. The game really comes into its own in four player mode, providing a night of entertainment for a group of mates that is just about unrivalled. It may not even be unwise to say that it is probably going to make the best multiplayer game on the N64. Better than Turok 2, Goldeneye and WCW vs NWO Revenge? Quite possibly!

The version of Micro Machines that we have been playing was very nearly complete, and already thoroughly fantastic. We can't wait to get our hands on a finished cart, and when we do next month, we'll have a full review for you. So turn on, tune in and con out to the next Total 64. **T64**

WHERE IS THE PLAYABILITY?

Now on to that important old cherry, playability. Micro Machines games have always been some of the most playable games anywhere, and this version is the best yet! Has any game ever made you laugh so much that you've cried? This is the effect that an hour's play had on the boys Badass and Shadow! This is not only because it is so much damn fun, but also down to its sheer insanity. The game often makes decisions that are completely unreasonable, awarding a point to some nutter that has just blazed right off the track in a ball of fire, or causing your cars to speed up suddenly, sending them flying off the edge of the table. This

Everyday objects are suddenly huge obstacles, a discarded cigarette can cause your car to blow up, while a droplet of milk on the table can cause serious skidding...

Honey, I shrunk the tracks!

This is one of the beach levels, where you get to drive through giant sandcastles!

The snooker table levels are some of the best, providing fun bang on cue!

The school science labs are a dangerous place, with chemical spills everywhere!

The breakfast table provides much milk-related action for teeny tanks!

The Legends of Zelda

Those new to Nintendo gaming may be surprised that *The Legend Of Zelda* on the N64 is not the first title Link has appeared in, justifying the title of "Legend" that the unlucky princess' bekidnapping shenanigans has attracted.

The elven boy called Link first appeared on the old Nintendo Entertainment System (NES), the 8-bit console that took the world by storm. *THE LEGEND OF ZELDA* was a top down, flip-screen RPG that centred around the kidnapping and rescuing of the Princess Zelda. It was thought to be groundbreaking for its time, and the game had many imitators.

Nintendo tried something different with Link's second outing, *THE ADVENTURES OF LINK*. This time the game was viewed from a sideways-on perspective which centred around the kidnapping and rescue of the Princess Zelda. Many think it was a disappointment after the first game, but it did introduce more puzzle-solving to the series.

It was back to the top down formula of the first game for *A LINK TO THE PAST* on the SNES, which many argue is a contender for the greatest game ever. An absolutely huge game with fiendish puzzles, super scary monsters and a fab storyline, which centred around the kidnapping and rescue of the Princess Zelda. It is a title that this writer still goes back to today.

LEGEND

In a realm beyond sight, the sky shines gold, not blue.
There the Triforce's might makes mortal dreams come true.
– The Book of Mudora

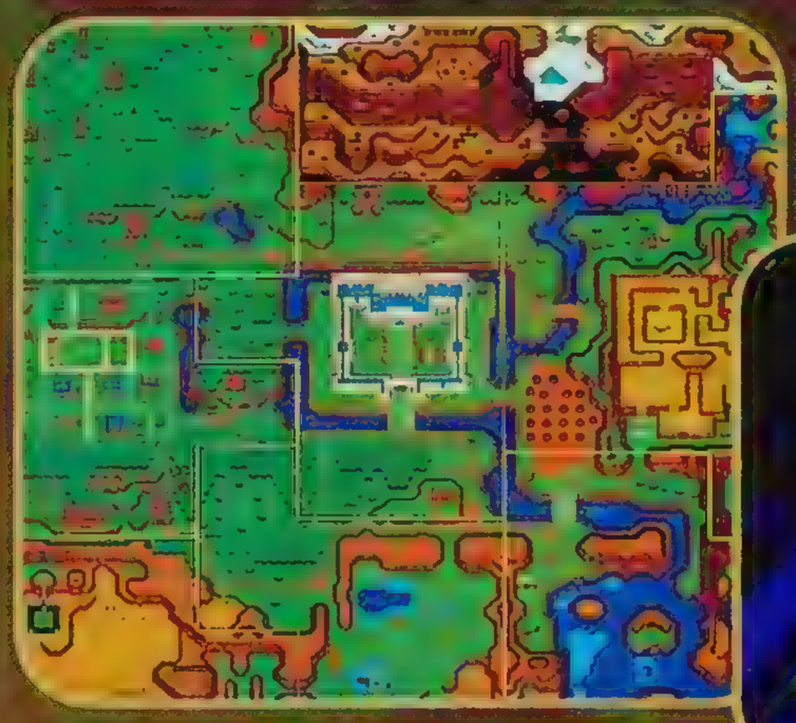
I wanted to create a world where your dreams could take place.
A place that would sometimes make you a bit frightened, but
Also a place where there would be great joy.
– Shigeru Miyamoto

The Legend Of Zelda is more than a set of games. It's a phenomenon that has provided the games industry with some of its best ever titles over the last ten years. Little would one Shigeru Miyamoto realise when he first dreamt of a heroic elf called Link that his creation would one day become a household name, a record-breaking star who ever got his own TV series.

Nintendo and THE's attending means that a month before their most important game ever is released, European gamers still have no news on a confirmed official release date, although we have been promised that it will be out by Christmas. This may even mean that the game is out before this mag! Of course, we have got ourselves a copy of *The Ocarina Of Time* from foreign shores, but before we review it next month we want to play it properly and see how the conversion to PAL has gone so that we don't con you with a dodgy review.

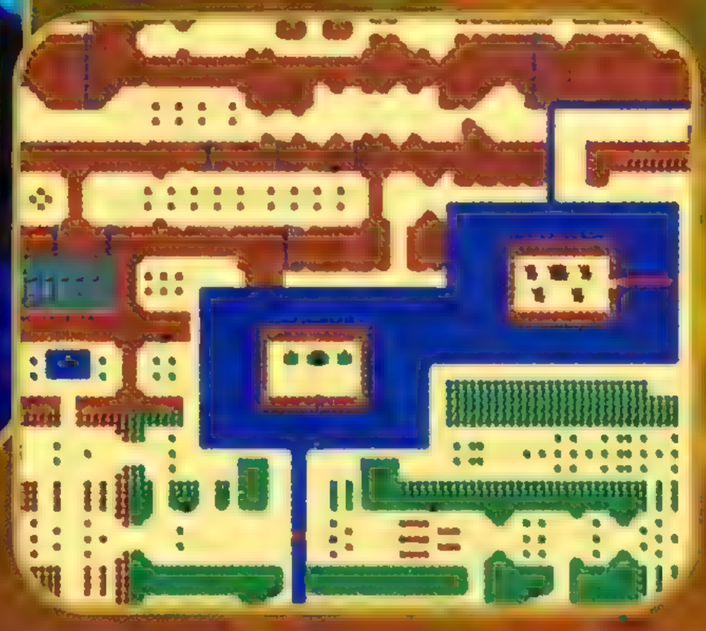
This month, in anticipation to the great event, we present not "Yet another *Zelda* preview!" like the other mags on the market, but a guide to everything you could ever want to know about *The Legend Of Zelda*. Or at least everything that we can fit onto six pages!

Hyrule...The Golden Land



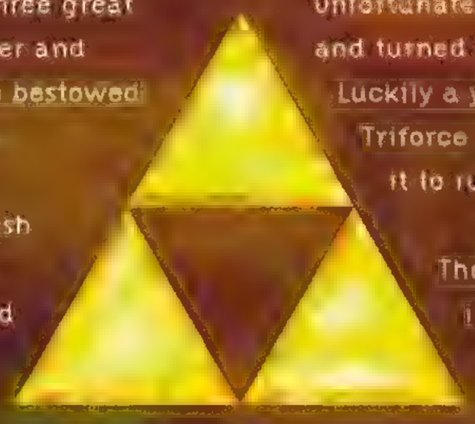
Three Gods did descend from a distant nebula, and created the world on which there is the land known as Hyrule. When they departed, they left behind a magical artifact called the Triforce.

– The scrolls of Hylia.



Use the (Tri)Force, Link!

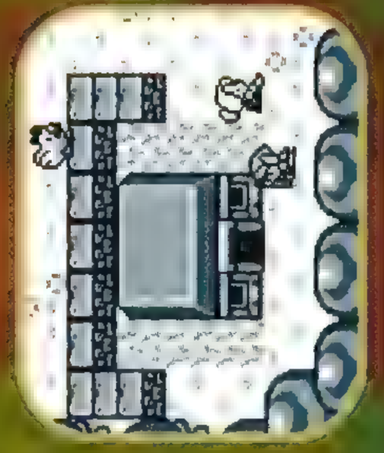
The Triforce is made up of the three great skills of the Gods; Courage, Power and Wisdom. These virtues would be bestowed upon whoever used the Triforce. Unfortunately however, it is inanimate and cannot distinguish between good and bad owners. The three pieces together formed a golden triangle, which was so powerful that the Gods hid it in a Golden Land, hoping that only someone who would use it wisely would one day find it.



Unfortunately a thief called Ganondorf found it, and turned the Golden Land into the Dark Land. Luckily a young elf called Link returned the Triforce to Hyrule where the Royal family used it to rule wisely.

The Triforce must be well guarded as it would be disastrous to fall into the wrong hands.

Beware, peoples of Hyrule!



LINK'S AWAKENING on the Gameboy was a very similar game to the previous SNES version, but the amazing thing is those "in the know" see that this game is actually superior to it's SNES counterpart! Centred as it is around the Kidnapping and rescue of the Princess Zelda, this game alone is reason enough to buy a Gameboy converter for your N64!

The very latest instalment is of course *THE OCARINA OF TIME*, which sees Link thrust into the world of 3D for the first time. Link's biggest adventure yet is centred around the Kidnapping and rescue of the Princess Zelda, and is Shigeru Miyamoto's most ambitious project to date. If you want to play one of the biggest, best and most important games in history, this is it!

Characters of the TriForce!

Like the Triforce is made of three elements, the stories that make up *The Legend of Zelda* also focus on three main characters: the evil wizard Ganon, Princess Zelda, and the young elf Link. The storylines for the games do not really seem to link in together, so whether the characters have remained the same or whether they have all been the descendants of the originals is not really clear...

ZELDA: WISDOM.

The beautiful elven Princess Zelda helps to rule wisely over the peoples of Hyrule. Unfortunately, her position in the Royal Family, her influence and her vulnerability means that she is prone to being kidnapped and held to ransom, not unlike one Princess Toadstool in fact!

GANON: POWER.

Ganon is an evil sorceror, corrupted by power, who wants possession of the Triforce so that he can rule the universe with an iron fist. Although he is actually a human, he can appear in many forms, often favouring a demonic wild boar look, or like myself, a shadow! Absolutely mad and virtually unstoppable...

LINK: COURAGE.

Link is a courageous and skilled young elf who has been destined since the dawn of Hyrule to be the chosen one. The hero of *The Legend Of Zelda* games, he is the only person who stands a chance of saving Hyrule from Ganon! This is where you step in, fellow gamers.

Hyrule Bestiary

The land of Hyrule is full of monsters that evolved underground before lurching out and settling in the world above, causing many a headache for the peace-loving people above. Here are some of those that Link will have to dispatch on his travels.

STALFOS.

Skeleton warriors that have plagued Link's many travels, Stalfos have appeared in all of the *Zelda* games, and are now somewhat developed from their original forms.

ARMOS KNIGHTS.

These armoured stone psychopaths caused Link some major headaches in *Zelda 1* then reappeared – much angrier – in *Zelda 3*.

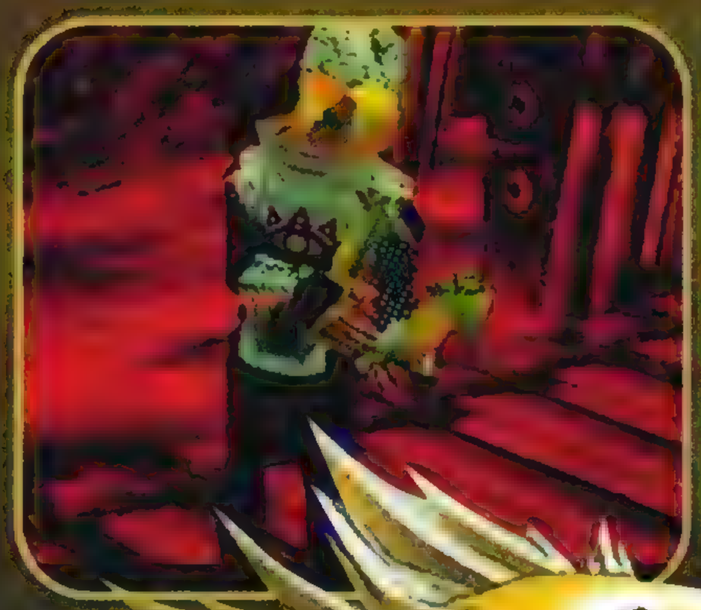
OTHER SPECIES...

Link has had many other weird and wonderful enemies to contend with during his adventures, from the Octoroc and the Peahat to Bit and Bot and the Blue Thunderbird. Enemies you will meet in *Zelda 64* include the man-eating plant and an ugly troll known as a Gohma.

Link hits the Small Screen!

Some of you may remember that *The Legend of Zelda* even had its own cartoon series which aired on early morning Saturday television. I thought it was quite good when I was a nipper, but it hasn't been on for some time. Here are some shots from the series to alleviate your curiosity, as well as a picture of an old collector's item role-playing book.

The music of Hyrule:



Music has played an integral part in past *Zelda* games. For example, in *Zelda 3*, Link obtained a flute from the ghost of a boy, which was then used to summon a bird which was used as Link's transport. This time around however, music plays a bigger role than ever before, as Link must learn how to use the mysterious Ocarina, which has power over the fourth dimension – that which we call time!

To give you a taster, here is how you play Zelda's Lullaby, one of the first songs you will be required to learn.

Left C, Up C, Right C, Left C, Up C, Right C.

Faerie, Faerie, quite contrary...

Faeries have always played an integral part in Link's adventures, always willing to top up his energy bar. This time around, Link has a faerie companion called Navi, who warns him of danger and gives him help in times of need.

Control Freak

This particular feature is normally reserved for reviews, but we know that you are absolutely itching to know how the control features work! So here is the complete rundown of exactly how Link's many different available actions will work when you are playing the game...

START:

The start button brings up the menu, allowing you to save (at any time) or go to one of four option screens: Select Item, Quest Status, Equipment and Map.

'B' BUTTON:

Unsheathe and use your sword. Use in conjunction with the analogue stick to pull of a variety of different attacks. Hold this button down and let go to do a powerful spin attack.

TOP C:

If you are locked onto an enemy, you get can get information about it from Navi. You can also use it to get a top down view or a first person perspective depending on where you are at the time.

'L' SHOULDER BUTTON:

With this, you can switch on or off a transparent map in the corner of the screen.

'Z' BUTTON:

The Z button locks you onto an enemy so that you will constantly face him. This is a feature that has been well documented in the past, and we can safely say that it works as well as we could have hoped, or better!

'R' SHOULDER BUTTON:

This allows you to [illegible] shield. You can either hold it up above you or you [illegible] in front of you, depending on the shield you have [illegible] the item screen.

BOTTOM, LEFT AND RIGHT C:

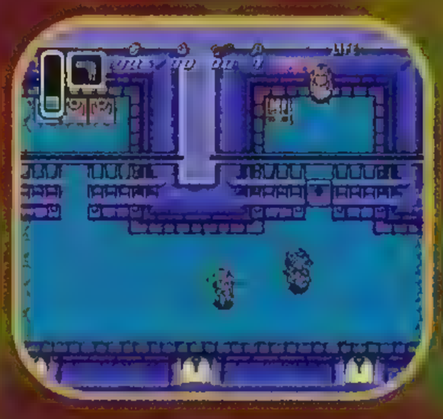
You use these buttons to use items, after using the item screen to allocate whichever items you want to their relevant user buttons.

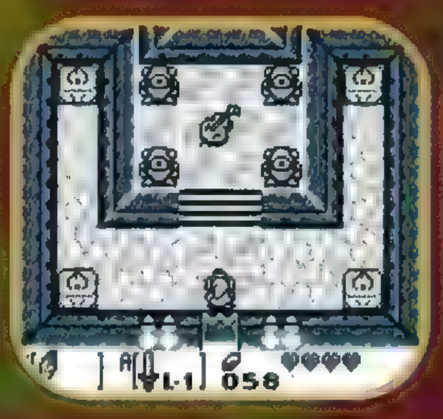
ANALOGUE STICK:

Gives you complete 360 degree control over Link, obviously.

'A' BUTTON:

The function changes all the time, as you'd [illegible] "action" button, [illegible] one to talk, fight, or attack, among many other things.





There you have it. If you have been reading past issues of Total 64 then you should know just about everything you need to about *Zelda* on the N64, except how it plays. Well, we can tell you first-hand that it is an absolutely amazing gaming experience. If you want to know exactly how highly we rate the great game itself, then check out the next issue of Total 64 for a full, and very thorough, review.

zzz...

Help me...

Please help me...

Uh-oh! Here we go again!

CRITICAL MASS

CONDONED AND DETHRONED

Merry Christmas to one and all. The festive season is here once again and what a stocking filler we have for you. King of the dinosaur slayers, *Turok*, gets a rating for his second outing, the long-awaited *Body Harvest* gets the TOTAL 64 treatment and we investigate whether or not *Wipeout 64* will wipe out all its opposition in the racing genre. Oh, and it doesn't stop there! Check out the others on the tree... Santa Claus would be so proud of us!

42. TUROK 2

Prehistoric shenanigans have, again, returned. The stunning sequel to the finest dinosaur slaying adventure looks every bit as stunning as before. We scale its potential.

36. BODY HARVEST

We've been fervently awaiting the arrival of this mammoth title for months... and now, it is here – yahoo! Will it reap rewards or fail to blossom?

40. WIPEOUT 64

The eagerly-awaited supercharged racer from Psygnosis finally makes it to the N64. Can you handle the speed? We almost filled our pants!

44. SILICON VALLEY

If lamb is the food of love, then let everybody eat chops. If sheep make your mint sauce magnificent, then ewe may want to know how the Take 2 title was rated.

48. V-RALLY

Take to the dirt with the latest racer to speed into Nintendoville. Will it grip to the grit or fall into a ditch?

52. STARSHOT

The colourful juggler with a star fetish strolls in for a spot of clowning. It looks cool, but is it a hot and sweaty mess in the playability stakes?

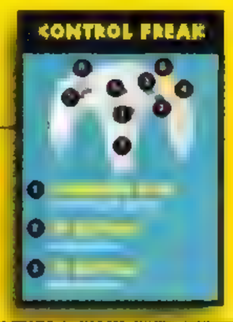
56. F-1 POLE POSITION 64

The futuristic racer from Ubi Soft rockets into the office for our stamp of approval. Will it roar off towards 'Top Score city' or run out of fuel on the starting grid?

60. NHL '99

Put on some pads and add an ice rink, and we have a violent sporting experience. We check to see if it will bite or merely show us a toothless grin.

REVIEWS BREAKDOWN



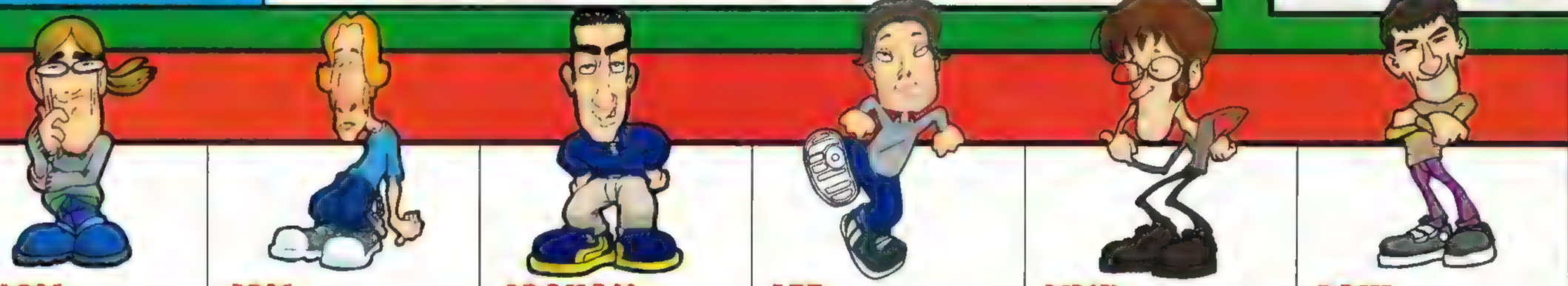
The CONTROL FREAK box will not only tell you what the controls are for the game, but will also let you know how well they work and how that affects the gameplay.

In the INFO BOX you'll find useful information on memory requirements, number of players, rumble pak compatibility and cartridge size.

TOTAL 64: WHAT'S IT ALL ABOUT?

90-100	These are the games that just have to be in your collection. For a game to get this score, it has to excel in every possible way and keep you playing for months. Buy these games... if you know what's good for you!
80-89	Good but not great. These games are likely to be very good but fall short of excellence because of one or two things, usually how long they'll last you. After all, if you shell out 50 notes for a game, it should last you more than two weeks, right?
60-79	Good to average. There will be some of you out there who will enjoy these games, but only if you're a fan of the genre or if you're easily pleased. These games will probably fail to push the N64 and lack any kind of innovation.
40-59	These are the games that promise much but fail to deliver. Miserably. You may be tempted by pretty packaging or by advertising hype but we warn you – don't. Just don't, alright?
20-39	Are you mad? Games that get a score in this range will probably have one or two redeeming features but nothing to keep you playing for more than ten minutes. Leave well alone.
0-19	This is a friend-threatening catastrophe. If you own a title that has fallen into this grade, YOU MUST GET RID OF IT! There is a chance your mates will laugh at you behind your back... and you'll never get snogs at the local disco!

Introducing... the TOTAL 64 awards! All games that score 90% or higher will be given the great honour of receiving the Top Banana award. Anything that scores below 40% will get a TOTAL 64 Slip Up – avoid at all costs!



THE GREEN BERETS

SIMON 'SIX MONTHS' PHILLIPS
1. TUROK 2
2. WIPEOUT 64
3. F1- WORLD GRAND PRIX
4. BODY HARVEST
5. GOLDENEYE

THOR: OFFROAD CHALLENGE

JON 'SHEEP DIP' AUSTIN
1. BODY HARVEST
2. TUROK 2
3. GOLDENEYE
4. WIPEOUT 64
5. DUKE NUKEM: ZERO HOUR

PIXIES SUCK: OFFROAD CHALLENGE

GRAHAM 'I'M OUTTA HERE' DALZELL
1. WIPEOUT 64
2. TUROK 2
3. BODY HARVEST
4. VULGUS
5. F1- WORLD GRAND PRIX

PEGGY MITCHELL: OFFROAD CHALLENGE

LEE 'ARE YOU NUTS' BARRASS
1. ISS '98
2. ISS '98
3. ISS '98
4. ISS '98
5. ISS '98

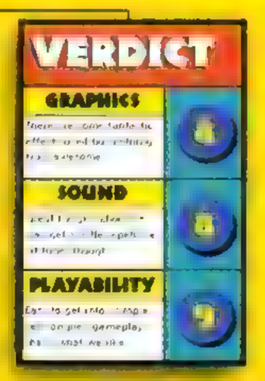
PAT BUTCHER: OFFROAD CHALLENGE

NICK 'RETRO' COX
1. JET SET WILLY
2. MATCHDAY 2
3. DALEY THOMPSONS D'THON
4. TLL
5. SCHOOLDAZE

PALAK MURG: HORACE GOES SKIING

PAUL 'RONALD MCDONALD' STOCKS
1. TUROK 2
2. BODY HARVEST
3. WIPEOUT 64
4. F1- WORLD GRAND PRIX
5. BANJO-KAZOOIE

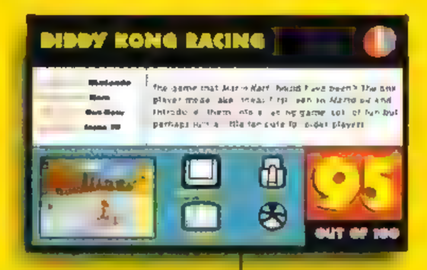
MULLETS: OFFROAD CHALLENGE



The VERDICT BOX stays pretty much the same, but we've done away with the percentages for category scores and replaced them with single numbers. After all, what exactly is the difference between an 82 and 83 percent sound rating?

1ST IMPRESSIONS lets you know what we thought of the game after that all-important first ten minutes.

ROUND UP BREAKDOWN



REVIEWS ROUND UP has been totally revamped and now gives you all of the information that you would expect from a review – albeit in a bite sized chunk! You can make those all-important purchasing decisions, safe in the knowledge of what you're getting.

INFO

PUBLISHER: Acclaim | DEVELOPER: Iguana | PLAYERS: 1-4 | GAME TYPE: First Person Shooter | VERSION: Pal

SAVE BANK: Memory Card | RUMBLE PAK: Yes | CARTRIDGE SIZE: 256 MB

After *Goldeneye* became the undisputed king of the first-person shooters on any format, *Turok: Dinosaur Hunter* was pushed somewhat unceremoniously from the limelight it had previously been inhabiting. Does *Turok 2*, one of the most important games to hit the N64 so far, claim the spotlight back?

CONTROL FREAK

1 ANALOGUE STICK

Either used to control Turok's movements, or his line of vision.

2 'A' BUTTON

Select weapon.

3 'B' BUTTON

Select weapon. Fire weapon.

4 'C' BUTTONS

Either used to control Turok's movements, or his line of vision.

5 'Z' BUTTON

Fire.

6 START BUTTON

Pause. (Isn't it always?!)

7 D-PAD

Used to duck, or to use your sniper vision.

8 SHOULDER BUTTON

L conjures up a map, while R makes Turok jump.

1st Impressions

Turok 2 throws you straight into the Lost Land, with explosions and fires raging everywhere. It is an edge-of-the-seat experience that means you have to be constantly ready for action. The first area is bereft of enemies, so you can get used to the controls, but this does not last long!

TUROK 2: SEEDS OF EVIL

Turok 2: Seeds of Evil, is an absolute technical masterpiece. Acclaim have brought themselves level with Rare in every way as far as the ability to make the most out of the N64's hardware goes. It takes the best elements of *Turok* and the best elements of *Goldeneye* and expands upon them, creating a huge and varied gamesplaying world that will drag you in and hold you there.

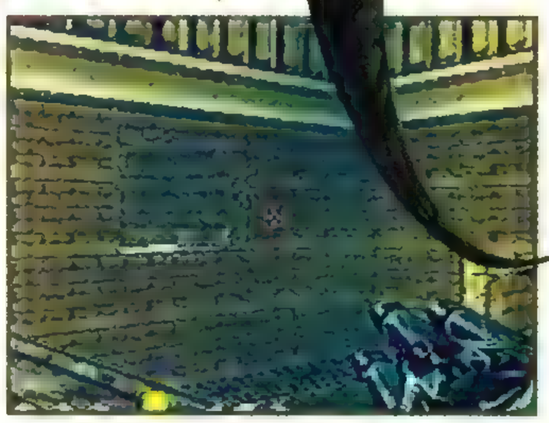
Obviously, the game sees you reprising the role of the Red Indian hero Joshua Fireseed, otherwise known as Turok. Unfortunately, after destroying the Campaigner at the end of the last game, Turok took the Chronosceptor (an ancient alien weapon) to a volcano, and threw it in, hoping to destroy it. What actually happened was that the ensuing explosion woke up a much nastier foe, known as the Primagen, that had lain dormant underground in his lightship for thousands of years. This is not good...

The Primagen himself is trapped, but has ordered his Dinosoid army to destroy the energy totems that keep him immobilised. As Turok, you must protect these totems, destroy the Dinosoid army and finally, put paid to the Primagen once and for all.

N64? OR 3DFX PC?

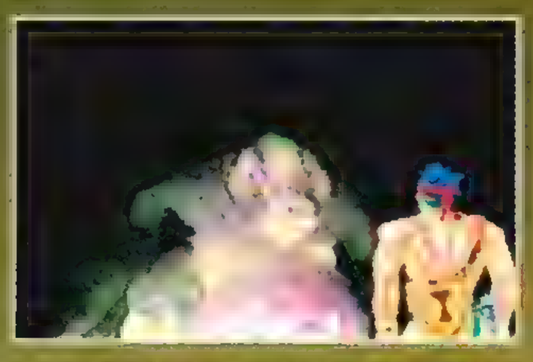
To get straight to the point, the graphics in *Turok 2* are the best the N64 has handled so far. The backgrounds are extremely well designed, with detailed and varied textures from grass to granite being well represented. The enemies are similarly incredible, and animated smoothly and flawlessly. Add real-time light-sourcing effects and the hi-res mode and you have a game that would not look out of place running on a £1000 top-spec PC with a 3DFX card!

Iguana's revolutionary sound compression techniques create a similarly jaw-dropping

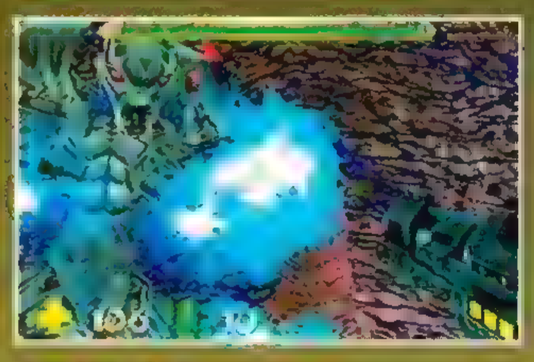


My boss is a real monster!

Err... we just thought we'd show you some of the end of level bosses. Not because certain other mags reviewed unfinished carts before the bosses were in there. We're not like that, honest! All right then, we are! These bosses are ridiculously hard, and you'll need all your wits and a big gun to defeat them.



This one is the mother, a female creature whose main function in life is to lay eggs. She is rather large, and angry



Another female, the Hive Queen guards the female with her life, and will become enraged

"This is no cave!" What Turok thinks is a large cavern is actually a living creature, and quite large

This is the Primagen, who actually looks like a male version of the Hive Queen. He is the last boss you fight. The most ugly

I'm sorry Mr. Dinosoid... I seem to be boring you! The cerebral bore in action is anything but a boring sight, folks!

LIPS' COMMENT

All the coverage that we've given *Turok 2* over the months has been entirely justified; *Turok 2* is absolutely stunning. From the offset, you are bombarded with an array of quality [illegible] that you mistakenly [illegible] on a much more powerful [illegible]. All in all, this is a must! game – [illegible], I do [illegible] with this [illegible] are times when I would have [illegible] but there's always those [illegible] that you choose to ignore that you [illegible] Turok 2 [illegible]

Turok 2: Seeds of Evil is an absolute technical masterpiece. Acclaim have brought themselves level with Rare in their usage of the N64's hardware!

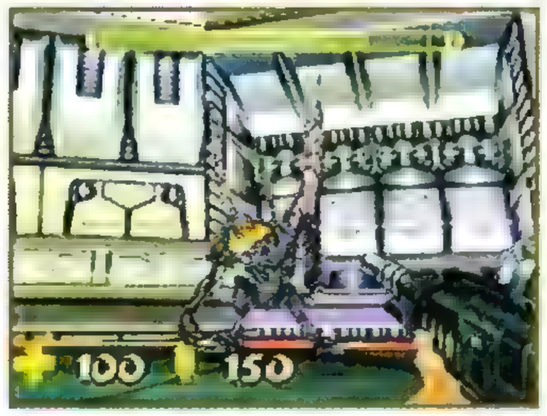
effect for the game's audio, cramming loads of speech into the cart as well as some of the most amazing and atmospheric musical scores to grace the N64.

Turok 2 also plays like a blinder. It may not actually involve much more than its predecessor – wander round, find things, shoot things – but it is done with such panache that it is impossible not to see its gallons of undeniable charm. What it lacks in playability compared to, for example, *Body Harvest*, it makes up in sheer gamesplaying experience.

Before each level, Turok is given a mission briefing in an impressive cut scene. There are now more varied objectives that you must achieve in order to complete a whole level, from defending energy totems to rescuing small children, and these do definitely add an element of thought to the game. The influence of *Goldeneye* is also obvious in other areas where you have to employ a bit more stealth and strategy. For example, when a Dinosoid has you pinned down with a solid wall of laser fire, you can slowly edge around the wall and, using your sniper sight, get a couple of good shots in to the shoulder area, probably blowing its arm off in the process.

MAYBE I'M DISTURBED...

Yes, much has been made of the gore in *Turok 2*, and it has been completely justified. Enemies are hit sensitive, meaning that you can blow arms and heads off until the cows come home, and then you could probably blow the cows up too. All of the enemies have a stunning array of death animations which are sickening as well as being



Clean up that mess!

Turok 2 takes gore in videogames onto a completely new level, with your enemies prone to spilling several pints of claret at the slightest inclination. Here are just some of the better deaths!

[illegible]

[illegible]

[illegible]

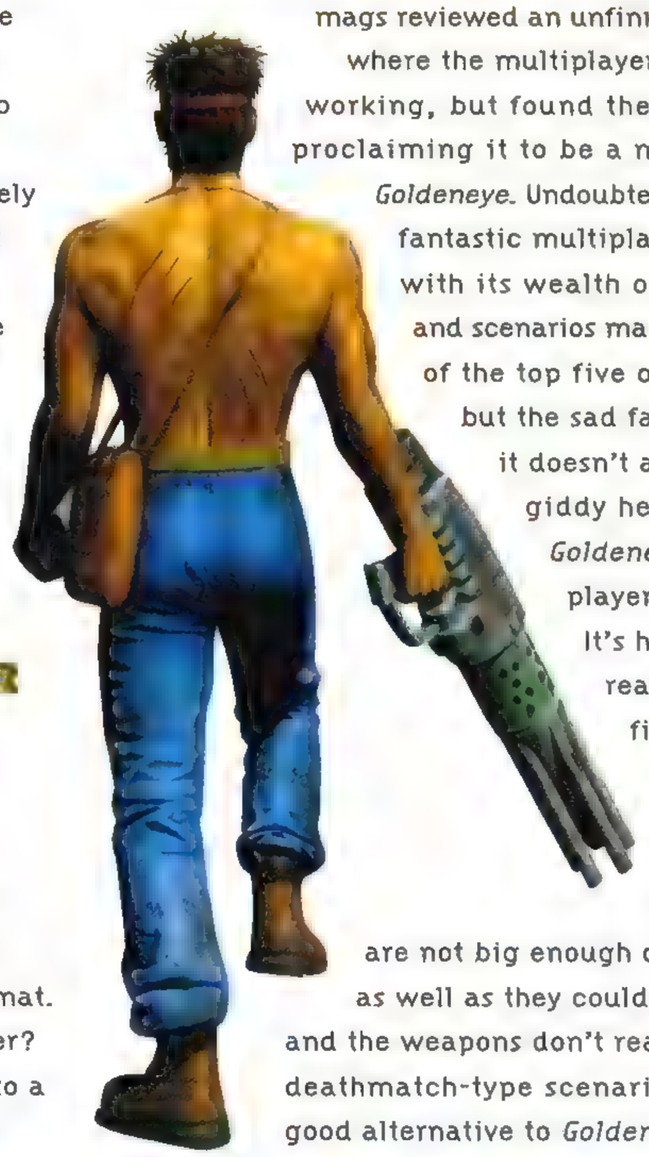
[illegible]

There are loads of cool weapons 'ere that ya can use ta give 'em a good 'ard kickin'. Sorry, thought I wrote for another mag then!

completely hilarious, and different weapons usually have different effects – for example, the PFM Layer, a mine, will take your enemies' legs off if they stumble too close! Much has been made of the weapons in previous issues of TOTAL 64, so I won't go into them in too much depth, but rest assured that they are absolutely incredible, and that they really do all have significantly different uses.

There are loads of fantastic little touches throughout the game that add to the whole experience. An example is that when a Dinosoid thinks he is going to die, it will flip open a hatch on it's arm and enter a code on a keypad, initialising a self-destruct mechanism in a last resort to take you out too! Enemy AI is indeed rather great throughout. Smaller enemies will leg it if they realise that you are too much for them, and may even come back with reinforcements, while some of the Dinosoids will take cover behind scenery and be a nightmare to flush out!

Turok 2 is not entirely faultless, although not far off. I personally would have liked more humanoids to kill, but then maybe I'm just disturbed... A few more dinosaurs would not have gone amiss either.



MULTIPLAYER MAYHEM!

Turok 2 will keep you playing for months, providing what must be one of the toughest challenges ever in any videogame on any format. What of the multiplayer? In the rush to beat us to a review, certain other mags reviewed an unfinished cart where the multiplayer was not working, but found themselves proclaiming it to be a match for *Goldeneye*. Undoubtedly it is a fantastic multiplayer game, with its wealth of options and scenarios making it one of the top five on the N64, but the sad fact is that it doesn't attain the giddy heights of *Goldeneye*'s four player fun. Why? It's hard to say really. The field of vision is quite limiting, the levels are not big enough or designed as well as they could have been and the weapons don't really suit a deathmatch-type scenario. It is a good alternative to *Goldeneye*, but as

for it being better better – well, the answer is simply no way.

So how does *Turok 2* compare to *Goldeneye* overall then? To be honest, it is not QUITE as good, but then it is a completely different game, different enough to warrant a purchase. At £39.99 you can't really say no! You've all bought *Goldeneye*, and now you must all own *Turok 2* as well. It is just about the most fun you can have with a piece of vibrating plastic in your hands... **JON**

Add real-time light-sourcing effects and the hi-res mode and you have a game that would not look out of place running on a £1000 top-spec PC with a 3DFX card!

Turok 2 has some astounding lighting effects. Here you can see the distress beacon's light from a later part of the level!

VERDICT

GRAPHICS — 9
The best graphics in any console game ever, with or without the expansion pak!

SOUND — 9
CD quality music, jaw-dropping sound effects, lots of crystal clear speech!

PLAYABILITY — 8
Simple, but effective. Blow lots of things up and have fun doing it!

LASTABILITY — 9
One of the hardest games on the N64 yet, it will keep you going for ages!

OVERALL — 96
The first game of the N64's second phase, a masterpiece you must own!

BODY

INFO

PUBLISHER: Gremlin DEVELOPER: DMA Design PLAYERS: One GAME TYPE: Err – see review! VERSION: Pal

SAVE GAME: Memory Card RUMBLE PAK: Yes CONTROLLER PAK: 96MB

Body Harvest **has been in production in darkest Scotland for the best part of four years, going through several transformations in that time. This means that it 's fantastic right? No, let us not be too quick to judge after the disappointment that was *Mission: Impossible*...**

1st Impressions

Cool. *Body Harvest* kicks off with a corny B-movie style introduction, showing Adam Drake donning his armour in a most Metroid-like manner. We like that. We like that a lot. The in-game graphics look a little outdated, but as long as it plays well, this could become a classic.

Body Harvest

HARVEST

Innovation, gameplay, quirkiness, value and humour. Watchwords on which DMA Design have built their city over the last several years. *Lemmings*, *Grand Theft Auto* and the superb *Silicon Valley* are just three examples of milestone games from the developers that have broken down genre barriers and provided many a gamesplayer with hundreds of happy hours of play.

Body Harvest, when compared to the likes of *Turok 2*, has received surprisingly little fanfare in the run-up to its long awaited release. Despite this, TOTAL 64 has been confident for some time that the final result would be a world-beating game – and we were right.

Body Harvest is basically an update of the arcade classic *Defender*, where alien ships kidnapped humanoids (er... or rectangles that squealed), you had to shoot the aliens and catch the falling humanoids, before returning them safely to the ground.

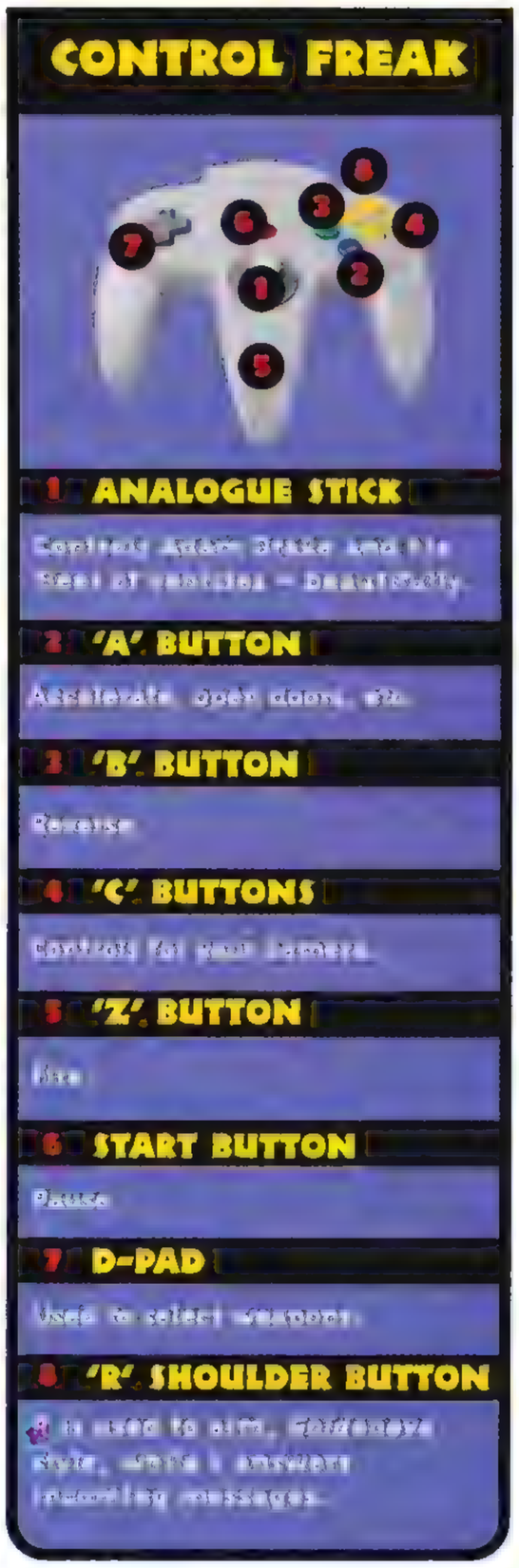
Aliens that just happen to bear a passing resemblance to giant insects have invaded Earth during certain periods in Earth's history, and are methodically harvesting the human race to extinction. Oh dear... Luckily, a square-jawed super soldier by the name of Adam Drake has invested in time-travelling technology and has set off to destroy the alien menace.

Reap what you sow...

To get straight to the point, *Body Harvest* is everything we ever wished it would be... and more. Trying to define it is like pulling teeth however. Think *Zelda* crossed with *Jet Force Gemini* (which bears more than a passing resemblance to *Body Harvest*. DMA lost a programmer to Rare – odd that...) crossed with *Blast Corps*, and you're erm... still not that close actually. Action-adventure-exploration-RPG-puzzle-driving game-shoot-'em-up with a horror B-movie/Starship Troopers/Manga feel/Enix developed SNES RPG is about as close as I can get I'm afraid. Luckily, considering the mix of genres involved, *Body Harvest* fits together absolutely seamlessly.

You begin the game in Greece, 1916. After a few seconds you come across a delivery car, which you can get into and drive around. This in itself is an enjoyable enough experience. You can spend hours driving around the countryside, jumping from one vehicle to the next, running over some innocent citizens... whatever. The vehicles all handle amazingly well, putting the handling in pure driving games to shame, and they all control quite differently too. Vehicle physics are also well represented. Park a tank on the top of a hill then jump out and give it a push... and laugh with glee as people below scream while they are being crushed to death!

Evil alien scum they may be, but they'll still invite you round for jelly! Adam's got a bit of an appetite on him!



Realising the futility of it all, Adam seems to have resorted to extreme measures to sort out the evil alien menace!

Adam Drake. Hero to millions. Extremely bad dresser...

Adam resorts to praying for the world's salvation!

Of course, this is not how to play the game properly, but it is good that the choice is there for you to play *Body Harvest* the way you want to.

To play it properly however, you need to clear each of the five levels before your body count meter fills up. Groups of aliens beam down and set to the task of harvesting the population – they ram the houses to flush them out and then capture them in blobs of alien snot, and it is your job to eliminate the workers and guards before taking on the big harvester himself. These aliens actually start off pretty weak, but by the time you have cleared the first level you'll be in serious danger of kicking the bucket every time a new wave beams down.

Riddle me this...

The puzzles start off very easy – you have to pull a lever to lower a bridge for example – but before long they get very difficult, and they are also very original, and very cool. For example, only half an hour into the game and a psychotic alien wave's attack sets a village on fire, leaving you only two minutes to extinguish said flames, which is not enough time. If you had searched through the houses thoroughly beforehand however, you would know that the kids of the village were banned from jumping the ravine on their motorbikes. Aha! You have to jump on the motorbike, clear the ravine and nab a fire engine from the station, before making your way back around to the village and dousing the flames!

A great feature is that you can overcome problems how you want to. At one point on level 1, there is a goods truck driving around the roads running people over. No explanation is given for this – I reckon it's a deranged farmer who has panicked and is trying to flee the area – but nevertheless he is putting your body count up, so you need to stop him. Unfortunately blowing the truck up sees your body count shoot up considerably – maybe it's full of deranged farmers – so I found the best thing to do was shunt him off a cliff, leaving the truck stranded, yet the inhabitants alive. You will no doubt find another way around this!

For my money Body Harvest is the best game to hit the N64 since Goldeneye and in the long run it may be as well regarded as the Rare masterpiece.

LIPS' COMMENT

Initially, I was a little unimpressed by what looked like a chubby first generation Nintendo game developed (mainly) by ex-staff of Blast Corps.

However, looks can be deceiving Graphical shortcuts may not be Body Harvest's strongest suit, but the gameplay contained in it puts virtually every game on the N64 to shame. If you want a game that will keep you challenged and very busy over the festive season, then Body Harvest is certainly highly recommended.

Time to Kill!

Adam Drake doesn't get only through time zones in *Body Harvest*, but from place to place too. Here you can see some of the locations where you can send your friends postcards from.

The first level sees Adam visit Greece, circa 1918. The aliens and puzzles are relatively hard here, but this is nothing at all compared to later levels.

Your next port of call is an American city in 1968. The aliens this time around are huge, and covered in metallic protective armour. Gulp!

Luckily Adam packed his thermal pants, for he will be going to Siberia, circa 1991. He's going to need some pretty large guns here too!

Adam's Captain, Darcy, has been kidnapped, so he has to go to the comet from where the aliens have come, in 2015, to save her!

The shooting action is fast, frantic and fun, and is also peppered with a huge selection of impressive firearms for Mr. Drake to utilise. Apart from this, many of the vehicles also come with their own weaponry, from tanks to old wartime bombers! There are around sixty vehicles for you to utilise in the game, and luckily, every taste has been catered for. Gyrocopters, freight trains, tanker ships, a cable car and a hovertank are just some of those that provide the most gaming entertainment. There may only be five levels, but they are absolutely huge, and the game gets very difficult very soon, leading towards an estimated hundred hours of gameplay – that's over twice what an average player will get out of *Banjo-Kazooie*!

No jerkiness here!

You may notice that I have written a four page review without a mention so far of the graphics and sound. This is because it is in fact absolutely inconsequential when the game is as good as this is. It does not matter because you would be wrapped up in the world of *Body Harvest* if it looked and sounded like a hippo doing a turd. Luckily it doesn't! The graphics are very stylish if not generally jaw-dropping (probably because they are a couple of years old now!), although the aliens and most of the vehicles look great. Fogging is present but not that noticeable, and the whole thing runs extremely smoothly with none of the jerkiness associated with, say, *Mission: Impossible*. Luckily, despite its gore and the sick nature of the game, the BBFC have only decided to slap a '12' certificate on the game, after earlier rumours that it would be an '18'! The sound and music are both absolutely superb, diverse, dynamic and very atmospheric.

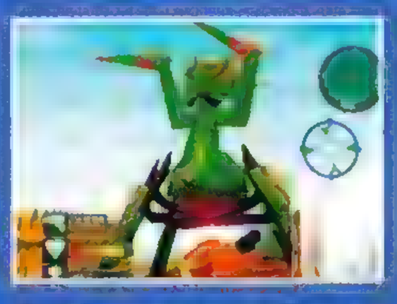
Problems? There's no multiplayer action, but this game doesn't need any... and... err... and the game can occasionally be unforgiving to a little mistake, like falling into some water, which can prove to be frustrating occasionally due to a slight lack of save points.

For my money, *Body Harvest* is arguably the best game to hit the N64 since *Goldeneye* – yes, maybe even better than *Turok 2*, which is saying something – and in the long run, *Body Harvest* may be as well regarded as the Rare masterpiece. If *Zelda* eventually turns out to be a disappointment, then this truly fantastic gaming experience more than makes up for it. **JON**

The vehicles Adam can commandeer all handle amazingly well, putting the handling in pure driving games to shame, and they all control quite differently too.

Something's Bugging Me!

Adam comes across a wide variety of mutant insect aliens during his travels. They start off quite small, but soon become quite a force to be reckoned with. Here are some to watch out for:



This huge praying mantis has taken a considerable dislike to the garish nature of Adam's armour – and can you blame it?

This massive scorpion can't help being clumsy and knocking stuff over. He's just trying to live his life in peace!

"Way to go, Dude!" Adam Drake accidently stumbles onto the set of "Tremors", and suffers a case of worms!

When you get to the comet, the aliens get bigger and altogether more scary. The Alpha Tank is a Godsend!

VERDICT

GRAPHICS — 7
Very stylish, pretty good, but not technically ground-breaking.

SOUND — 9
Provides loads of atmosphere for the carnage taking place.

PLAYABILITY — 9
Just about faultless. A gorgeous gaming experience. Superb.

LASTABILITY — 9
It'll take you forever to complete it on "Hero"!

OVERALL — 96
You've never played anything like *Body Harvest* before. An absolute must-have.

INFO

PUBLISHER: Midway | DEVELOPER: Psygnosis | PLAYERS: 1-4 | GAME TYPE: Futuristic Racer | VERSION: Pal

SAVE GAME: Memory Card | RUMBLE PAK: No | CARTRIDGE SIZE: 128 MB

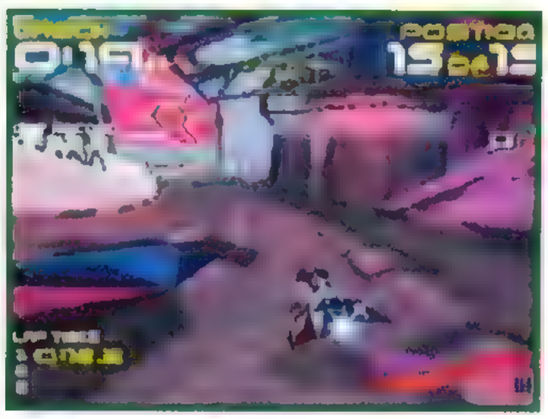
WIPEOUT

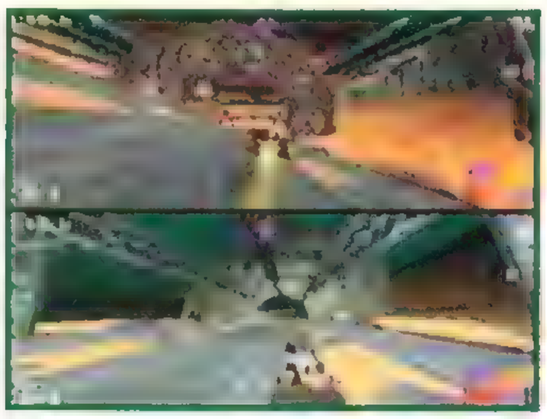
"Mine, Rocket, Electro Bolt" - Just about every Nintendo owner has been waiting to hear those sweet words for some time, and that time has now come. Behold Wipeout 64!

1st Impressions

Woooaah, this'll be a bit fast then. The weapons look as good as ever and they've even managed to include the lovely blue trails behind the ships. It pops-up a little, but no more than you'd expect. All things considered, this rocks! Anyone for some multi-player action?

Ha, got ya! Feel the wrath of my Electro Bolt. That' ll teach you to even think about laying mines!





Nintendo owners have been waiting for what seems like an age for a decent racer. The recent release of *F1 World Grand Prix* saw that we weren't left out in the cold, and with the forthcoming *Extreme-G 2* and *F-Zero X* due out just before Christmas, it looks like we will have something to shout about, at last.

Let's face it, we still aren't spoilt for choice – until now that is. For *Wipeout 64* is a-coming!

New Kid on the Block

From the moment you turn it on, you know you're in for something special. This isn't just a port over from previous versions, but a whole new kettle of fish altogether. Consider this as *Wipeout 3*.

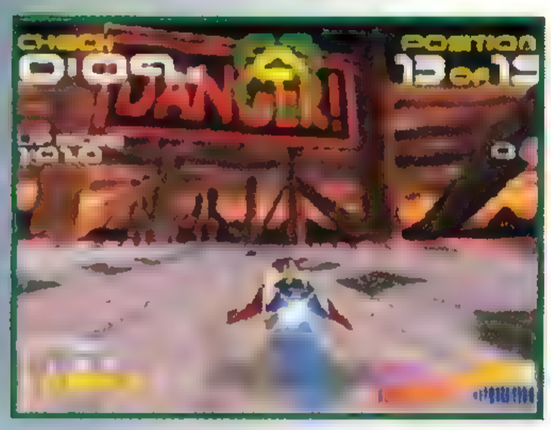
There are new modes, some new weapons, and – best of all – there are new courses, all of which have been perfectly designed. The main thing that strikes you initially is the sheer pant-soiling speed of the game.

The second is the fluidity of the graphics at high speed, it is truly awesome. If your adrenaline levels are a little lacking at the moment, then you'd better prepare yourself for the ride of your life.

Each track has been meticulously designed in such a way that it allows a gradual learning curve, with each corner requiring just the right amount of steering. On the more demanding corners, a little touch of the air brakes will see you right. The sensitivity of the analogue stick takes a while to get used to, but once you do you'll be flying along like the rest of them.

The unusually named courses all have their own unique look with some fantastic little touches. On the Machaon II course you will see plants hanging down over the entrance to one of the tunnels, on Doron IV course you will see yourself entering the mouth of some overly-toothed character as you plummet to the bottom of a huge hill. The lighting effects are

Doh, I' d just picked up an energy pack too! The one downfall of the AG Systems ship is the lack of shield energy.



CONTROL FREAK

1 ANALOGUE STICK
Steers the craft.

2 'A' BUTTON
Accelerate

3 'B' BUTTON
Fire weapon.

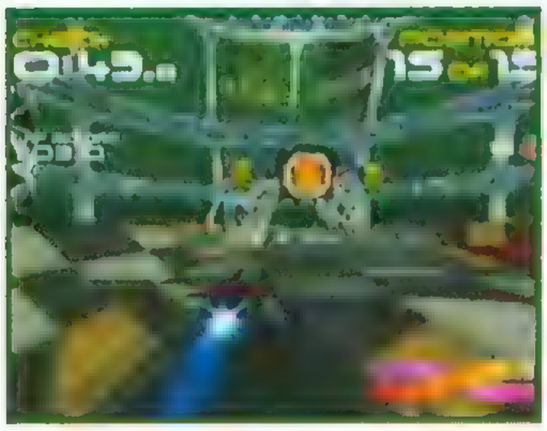
4 'C' BUTTONS
Up = Change view. Down = Discard weapon. L&R = Like a small wet piece of string as a lever, no use.

5 'Z' BUTTON
Left Air Brake

6 START BUTTON
Pause/Menu

7 D-PAD
Not used

8 SHOULDER BUTTON
Right = Right Air Brake



Entering into the mouth of the beast - those teeth sure look sharp. I hope he's brushed them recently!

LIPS' COMMENT

What can I say? After extolling the virtues of a variety of racing games over the past year, it is almost embarassing to relate that what we at TOTAL 64 had once thought was superb now merely looks dull, drab and positively sedate. *Wipeout 64* re-writes the book – not only is it superbly fast but it also plays like a silicon dream. Despite reservations about the slightly limited number of racetracks, *Wipeout* still wipes the floor with every racer on the N64. You won't believe how good this game plays, looks and sounds – you will simply have to buy it to find out. If you don't get yourself a copy of *Wipeout 64*, then you need to seek some sort of psychiatric help.

also rather special, with different shades and shadows casting their 64-bit glory down for all to see.

All the previous settings for speed are there: Vector,Vemon, Rapier and Phantom. They all become progressively faster, adding even more scope to the game. The more speed you have, the sooner you will have to start thinking about taking the corner.

In two-player mode, the speed remains almost as scarily fast with only a few minor cutbacks on the weapons icons and a few effects. During the three and four player options, the backgrounds are lost altogether, leaving you with just the ship and the track itself. It still moves very quickly though, making it able to compete easily with the likes of *F-Zero X* and *Extreme-G 2*. To be honest, *Wipeout 64*, wipes the floor with the above games in terms of gameplay and speed.

Wipe out the Competition

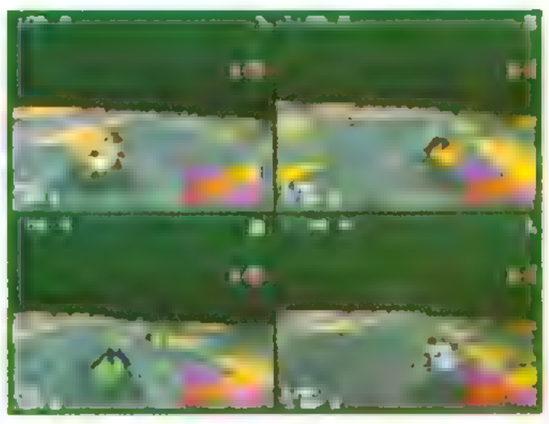
There is only really one thing (or one set of things) that hasn't changed for this version – the racing craft. All the original ships are included, from the AG Systems to the Quirex and even the Piranha (albeit a newer version). "If something is not broken, then why fix it?" as one might say!

The weapons, on the other hand, have been given a tweaking. All the original weapons are here as before, like the Quake Disruptor and the Electro Bolts, so nothing has been taken out at all. However, four new weapons have been added. These new additions include a forcefield generator, which will leave a rectangular forcefield on the track for other players to run into and suffer energy drain. There's a machine gun that, once activated, fires a continuous stream of bullets capable of destroying an enemy craft in seconds. There's also another energy draining weapon that fires out a stream of electrically charged hoops that will slow down opponents. There is also an energy draining missile that transfers an opponent's energy to your ship, replenishing

The emphasis on destroying ships has certainly become more apparent, with many challenges requiring you to destroy a certain number of craft to complete the race.

Weapons

Getting to know your weapons is of utmost importance in the art of blowing away the opposition, so here is the full list of all the weapons in the game just so that you can get used to them.



Vehicles

All the original craft are present and correct in their full 64-bit glory. Making the right choice is essential to acheive the best lap times

your all-important shields. The emphasis on destroying ships has certainly become more apparent, with many challenges requiring you to destroy a certain number of craft to complete the race.

The Championship modes are a lot more complex than before. There are three different modes of play – Race, Time Trial and Weapon. Each mode has a series of races in which you must finish third or better and fulfill any requirements asked of you to progress. In Race mode, you will alternate between the use of weapons to win a race and just plain racing with no weapons at all. There are six races altogether and you complete them one by one to progress.

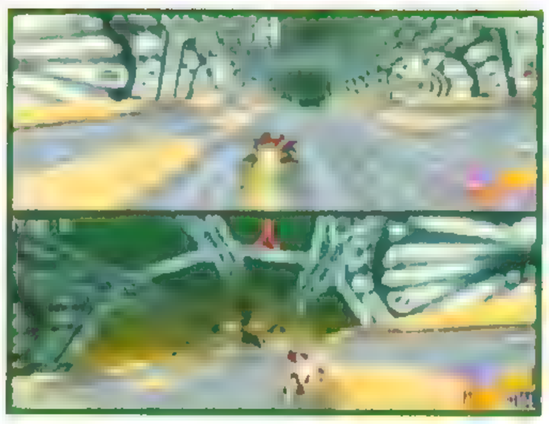
In Time Trial you must complete a lap in a certain amount of time. You will be given a boost at the start automatically and one turbo boost to use at your discretion.

Selecting the Weapon Mode will see you competing against a whole pack of forceful foes, taking any opportunity to blow you out of the way. It doesn't get much more frantic than this.

Techno, Techno, Techno

Following in the footsteps of the previous games, the techno theme reigns supreme once again. Although not quite as inspired as the sounds on *2097*, such artists as Fluke and Propellerheads put in a worthwhile appearance as well as the okay-ish in-house music by PC Music. Although this might not be to everyone's taste, imagine racing along to Bat Out Of Hell or something equally as trite. Although appropriately named for this game, it certainly wouldn't be very fitting in a futuristic setting such as this. (Only if the riders wore mullets and were terminally sad – Ed.)

So on the whole, *Wipeout 64* really does kick some proverbial ass. The speed is staggering, the challenge is



second to none and – let's face it – this is the best version ever. At last all the owners of Sony's little grey box will have something to think about! **Paul**

The main thing that strikes you initially is the sheer pant-soiling speed of the game. The second is the fluidity of the graphics at high speed, it is truly awesome.

Cruising through the canopy of an ancient forest can certainly be hair-raising at this speed.

VERDICT

GRAPHICS — 9
Super smooth adrenaline pumping action with only slight pop-up.

SOUND — 8
Not quite *2097* in the music department, but a worthwhile effort.

PLAYABILITY — 9
Always the game's strong point, not many racers this fast remain playable.

LASTABILITY — 9
With single and multi-player modes combined, one of the most lastable racing games ever.

OVERALL — 95
The fastest, smoothest and coolest racing game to hit the 64. Ever!

INFO

PUBLISHER: Take 2 | DEVELOPER: DMA Design | PLAYERS: 1 | GAME TYPE: Exploration Puzzle Platformer | VERSION: PAL

SAVE GAME: Battery Back-Up | RUMBLE PAK: No | CARTRIDGE SIZE: 96MB

SILICON

With tasks ranging from chasing sheep around to getting an elephant out of a tree, *Silicon Valley* is hardly the definition of the word "conventional", and is certainly not the *Banjo*-style platformer other mags have labelled it. Unfortunately, a groundbreaking title is not always the same thing as a must-have title. Is *Silicon Valley* both?

1st Impressions

The intro sequence is imaginative and hilarious, and one of the best we've ever seen in any N64 game yet. Once you get to control Evo and get into the game properly, your first actual task is "Get me a sheep". Lucky for me really, I'll feel right at home with this one...

VALLEY

BBC2's "Robot Wars", presented by the, err... (how do I avoid being sued) slightly irritating Jeremy Clarkson and the lurrvely Phillipa Forester, does not paint an accurate portrayal of robots in the future. "Crappy remote control cars with forks on" was this month's dry observation from Thor. Indeed. The fact is that cybernetics technology is developing at an astounding rate, and it won't be a terribly long time before robots look and sound pretty lifelike. Of course, in science fiction, these robots always end up turning on their weak human masters and usurping them, thus cementing their place as the next step in evolution.

Silicon Valley takes this all too familiar premise for its background. It takes place upon a space station, an experiment to see how robotic animals will survive, breed and evolve on their own with humans only there to observe. Unfortunately, the robots go mad and take over the station, killing the human population, and to make matters worse, the Station vanishes, lost in space.

It reappears 1000 years later, and Mrs Frank Bloke, Earth President (a woman with a Hitleresqe moustache!) sends Dan Danger and his robotic sidekick Evo (hang on, didn't robots cause all the trouble in the first place?), heroes for hire, to go and sort out the mess. Unfortunately, an accident on the way (see "The Story Begins") renders Evo's microchip brain without a body, leaving him no option but to take over that of a recently deceased dog.

ROGER THE DOG

This is where you will take over. Controlling Roger, you need to use his abilities to carry out a number of infuriatingly simple tasks. Deactivate a sheep, collect some energy

Silicon Valley should take you absolutely ages to complete. You will probably be bereft of hair long before you complete the first few levels, and there are fifty in all!

To solve some of the puzzles, you need to carry another animal with you - by leaving it directly over a deactivated beastie.

CONTROL FREAK

1 ANALOGUE STICK

Controls your dog, sheep, microchip, bear, monkey, elephant. Or whatever.

2 'A' BUTTON

Used to activate your animal's primary skill.

3 'B' BUTTON

Used to activate your animal's secondary skill.

4 'C' BUTTONS

Control the camera angle and zoom.

5 'Z' BUTTON

Locks in a behind-the-shoulder camera angle.

6 START BUTTON

Pause...

7 D-PAD

Not used.

8 'R' SHOULDER BUTTON

Transfers Evo from one animal to another.

LIPS' COMMENT

Another one of those games that at first confuses but then begins to suck out your brains and put blisters on your hand. We were all non-plussed at first by *Silicon Valley*; it gave you a few tasks to perform, you did them and then you moved on to the next level – simple. However, there is so much more to the game; there are bonuses and extra puzzles for you to try to complete, all of which are silly with a capital 'silly'. Maybe it is because I am at heart about nine years old, but I love *Silicon Valley*, and along with DMA's other biggy *Body Harvest*, I reckon I have got my Christmas pretty much sorted out – go treat yourself!

This is one of the earlier bonus levels, a canine-in-a-plane flight combat game that takes the form of a dogfight! Arf arf!

You get these stats when you take over a new animal!

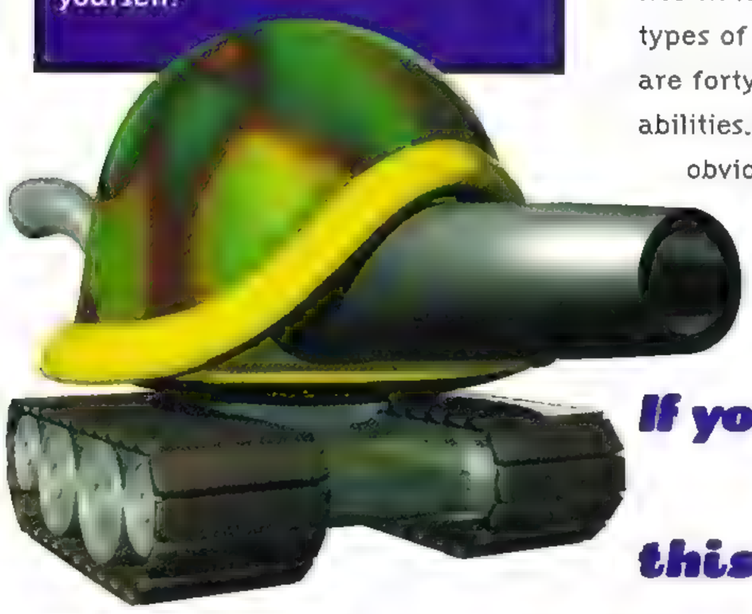
and round some more sheep into a pen. Simple enough you may think, but at that point *Silicon Valley* takes a much darker path, suddenly becoming quite difficult. The game set-up is a slightly platformy-puzzler, with large heaps of exploration thrown in as well for good measure. The essence of *Silicon Valley* lies in learning to master the many types of animal in the game – there are forty in all – and their differing abilities. These abilities are sometimes obvious, such as a boxing kangaroo, but some of them are completely insane, from the rocket fox to the chainsaw-wielding llama. It is not always obvious how these powers are to be used, but then it wouldn't be a puzzle game if everything about it was obvious, would it?

Silicon Valley is basically a toy for you to play with how you like. You can first lure a sheep behind your crashed rocket, and then you can scare Dan into igniting the engines and frying it to a crisp! Why? Because it's funny and because you can! (not because you're a sick man in need of therapy? – Ed.)

Levels take place over a number of scenarios, starting in Europe and progressing to arctic, desert and rainforest scenarios with the animals becoming more diverse and exotic. Every few levels there are bonus levels, including a *Diddy Kong Racing* styled flying level, a level reminiscent of *Waverace 64* but controlling Walruses – named "Walrace 64" – and a level where you control a boxing kangaroo and take on a series of other animals in one-on-one fistfights in a boxing ring!

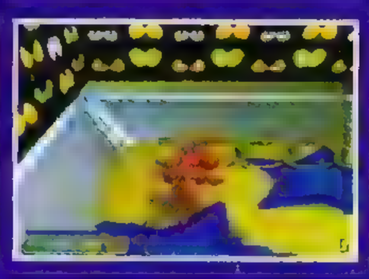
NICK PARK MEETS SOUTH PARK!

Graphically, *Silicon Valley* is extremely competent, although nothing amazing. The animals are well rendered and animated and fogging is kept down to an absolute minimum. It is yet another example of a cutesy-style game, with for example, the sheep looking and sounding exactly like those from Nick Park's "A Close Shave", but this cute exterior hides a dark underside and humour which is reminiscent of "South Park" at its most side-splittingly hilarious. What kids' game would encourage burning sheep and eating

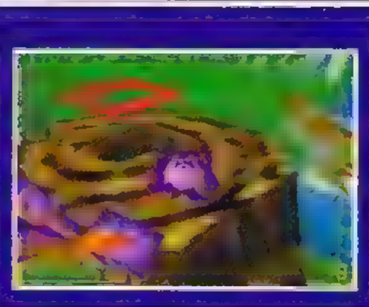


If you want to exercise your brain and take a weird break from the norm of shooting and platform games then this will be something of a pleasure to your palette.

Animal Nitrate!



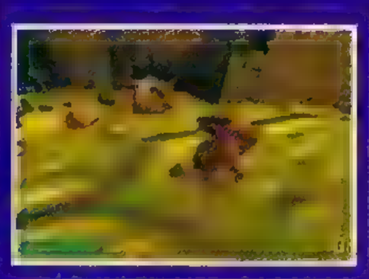
A boxing kangaroo takes on a fellow fighter for the right to face World Champion Prince Naseem.



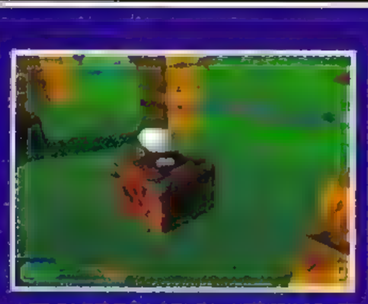
One of the best characters is this huge Gorilla, who has an odd penchant for beating his chest!

This polar bear is fitted with caterpillar tracks, meaning that the ground is snow problem!

As a tortoise tank, Evo gets ready to give a pastingto a couple of water spewing elephants!



Conker has some serious competition here for the title of the N64's coolest squirrel!



The sheep is a docile but useful animal due to her ability to float like a cloud!

Evo has stumbled onto the set during filming of the new Coca Cola ads. The choice of a new generation... of polar bears!

poo anyway?

Unfortunately, DMA have seen the need to infuse this cartridge with the worst tunes known to mankind. Imagine some bad lounge jazz played on a Bontempi organ and you're getting close. You get the impression that they know how bad it is and that they are extracting the maximum Peter Schmeichel, but knowing that the music is that cheesy does not really give them the right to inflict it on us, does it? The music is impressively dynamic, constantly changing to match your vicinity to the speakers – if you hate the music so much you can blow the speakers up! The sound effects consist of humorous running sound and a plethora of barks, growls, and baaas, while main characters like Dan talk in a very similar way to those in *Banjo-Kazooie*.

Silicon Valley is simple to play but very hard to beat, and it should take you absolutely ages to complete – indeed, you will probably be bereft of hair long before you complete the first few levels, and there are fifty in all!

KING RAT FART

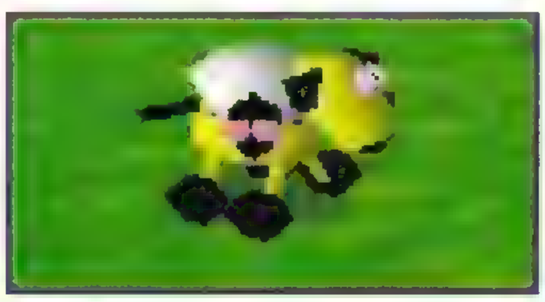
Silicon Valley is brimming with great ideas and touches that really give the game a personality. For example, when you leave one animal's body, you can walk around for a limited period of time as a microchip. This chip cleverly resembles a spider, which can be used to reach objects that you may not be able to reach using any other way. Unfortunately, Evo cannot survive in the elements for long without a host, so it is a wise idea to be close to an animal you have deactivated when you leave one, and not to stray too far.

One of the best characters is a Rat King that you get to control. At first it is confusing what you need to do with his "rat fart" skill, but you soon work out that the scent that this emits persuades smaller rats to follow you around, and you have to keep them there by, err... re-stressing your invitation every now and then so that they don't leave you. When you have several rats following you, you can emit a bugle sound, causing them to swarm onto an enemy creature and attack it!

There is no denying that *Silicon Valley* is a great game. It can get annoying wandering around for aeons without the slightest clue of what you have to do, but the frustration that many levels cause is followed by a fantastic feeling of smugness when you actually work out what has to be done and manage to complete the level. It is definitely rewarding enough to keep you coming back, although once completed you will probably not ever feel the need to return to the game and there is no two-player mode, although how this could possibly work is dubious anyway.

Silicon Valley is one of those rare beasts that will be praised by the media but probably won't top the best selling lists as it obviously isn't for everybody.

If you want to exercise your brain and take a weird break from the norm ("It's 7:36! Do your parents know you're out?") of shooting and platform games, then this game will be something of a pleasure to your fun palette. A well deserved Top Banana, and all the more praise to DMA for managing to create something original. **JON**



VERDICT

GRAPHICS	Very pleasant, but nothing groundbreaking. — 8
SOUND	Good effects, but the music is terrible. — 7
PLAYABILITY	Immensely playable, and lots of fun. — 9
LASTABILITY	This one will have you going for ages. — 9
OVERALL	Not for everyone, but a great game brimming with new ideas. — 91

INFO

PUBLISHER: Infogrames DEVELOPER: Eden Studios PLAYERS: 1-2 GAME TYPE: Rally Sim VERSION: PAL

SAVE GAME: Memory Card RUMBLE PAK: No CARTRIDGE SIZE: 128MB

V-RALLY

What has the human race been praying for since the dawn of time? World Peace? Contact with beings from another world? Breakthrough cures for AIDS and cancer? Nah... more unlikely than that, we have been praying for a good N64 racing game. And at last we've got one, in the shape of *F1 World Grand Prix*. But is that our lot, or is *V-Rally* a serious contender for the N64 racing crown?

1st Impressions

Mmm... that machine on my desk is a Nintendo 64. It is not grey and does not bear any resemblance to a turd, but surely this is the PlayStation version!

The search for a good N64 driving game has been a long and arduous one, and one that has been fruitless since the birth of the machine. Sure, we have plenty of great racing games, from *Mario Kart* to *F-Zero X* to *Wipeout 64*, but the difference between a racing game and a driving game is huge. A racing game is all about speed and reflexes, while a good driving game is about becoming at one with your chosen machine and experiencing a feeling that is as close to real driving as you can get from a small black box and a hand instrument that looks like an alien fighter craft.

HARD RIGHT!

Top Gear Rally, *GT64* and others all provided passable efforts which we would have been happy with until our eyes turned an evil shade of green when our PlayStation-owning friends got the triple-hit combo of *TOCA*, *Colin McRae* and *Gran Turismo*.

Of course, there was one other game that provided something of a splash on Sony's machine. Offering what was basically *Sega Rally* for the PlayStation, Infogrames' *V-Rally* still holds the position of the third best driving game on that machine, despite the fact that it is nearly two years old. How lucky it is for us then that Infogrames have decided to erase the sickly aftertaste provided by the disappointing *GT64* by releasing an updated version of this PlayStation classic for the most powerful games machine you can buy today.

As soon as you start playing *V-Rally*, you will know that it is a PlayStation conversion, as it features the rough-edged polygons, pop-up and the two-dimensional roadside decoration that adorn all racers on that machine, as opposed to the lovely, smooth three-dimensional backgrounds of the likes of *F1 World Grand Prix*.

Having said that, it is obvious that the game has been given a full 64-bit overhaul, with the PlayStation version rightly paling in comparison. The point is that the fact that it was originally designed for the PlayStation does not matter, as it is a gorgeous-looking game which you can no doubt tell from the screenshots – far better looking than *GT64* at any rate. The track design is unfortunately not as good as it could have been. Some of the tracks have been well structured to avoid pop-up on the horizon,

You can race an arcade race, take part in a full Rally championship, or improve your lap times with the time trial option – which gets mightily addictive!

V-RALLY

CONTROL FREAK

ANALOGUE STICK
Precise control over your vehicle.

2 'A' BUTTON
Accelerate.

3 'B' BUTTON
Brake.

4 'C' BUTTONS
Top C is change view, bottom C is the handbrake. That's all, folks.

5 'Z' BUTTON
Change down a gear.

6 START BUTTON
Pause. Duh.

7 D-PAD
This gives you a different type of control over your car, and is probably easier to use than the analogue stick.

8 SHOULDER BUTTON
L changes down a gear (if you are playing with the D-pad) while R changes up.

Oh no! I've hit a blade of grass, which has sent me crashing, A-Team style! This is a regular occurance in V-Rally...

Maybe V-Rally isn't quite as good as F1 World Grand Prix but it is still a fantastic racing game that you should add to your collection.

but this means that is much more obvious when they aren't. The pop-up is not that intrusive however – it could have been worse, and it is better than a thick layer of fog. Luckily the whole thing moves quite smoothly and more importantly... it's fast! Really fast!

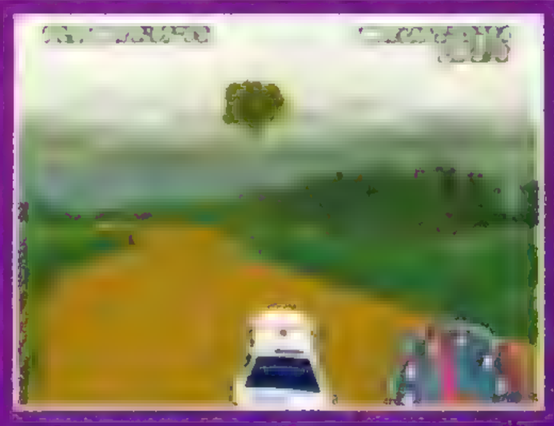
The sound is less impressive, although it does its job. The car noises are annoying, but they sound quite realistic, and engine noises are not the most beautiful sound in real life to me anyway. The much maligned heavy metal soundtrack of the PlayStation version has been removed, probably because nobody liked it (I did – how sad...), but even that would have been better than no in-game music at all. There are nice touches however, such as the noises of birds in the sky, and applause from spectators when you drive past a group of them.

BEGINNERS, CHEATS AND WUSSES...

Of course, *V-Rally* is, in essence, a completely different game to Infogrames' last offering, being based around rally driving. *V-Rally* does not, however try to provide the

Destination... Anywhere!

Corsica is a standard, European tarmac drive through a forest.


Safari sees you getting to grips with a muddy floor, in rainy season.

In Spain the weather is hot, and the roads are not gripping well!

Sweden is the true test for rally masters – like driving on an ice-rink!

This icon appears to tell you that you are driving down the road in the wrong direction! Time for a handbrake turn methinks!

most realistic rallying experience in the world, but a mix between that and a simple arcade experience. To play the game properly, you have to take into account all sorts of factors. You can change most things about your car, such as the gear ratios and suspension, and when doing this you really have to take into account the weather conditions, driving surface, and the layout of the track, among other things. Of course, a real player will only play with manual gears, as automatic gears are only used by three types of people: beginners, cheats and wusses.

GHOST RACING!

V-Rally is by no means a "pick up and play" game, but one which requires many patient hours of practice before you do not find yourself spinning off the track at every corner. Perseverance will eventually lead to a very rewarding driving game.

There is a real longevity to the game in other ways as well. There are around fifty (yes, fifty!) tracks to get to grips with, as well as eleven cars that all handle pretty differently. There is the option to race an arcade race, or to take part in a full Rally championship, or improve your lap times with the time trial option, by racing against your own ghost – which gets mightily addictive!

The only major problem with the game is that, unlike *GT64* where it felt like you were trying to steer a hippo, the cars often feel a tad 'floaty-light', and will spin out of control if you hit the smallest of obstacles, and will probably roll over if you mount a grass verge. Despite this, no damage is ever inflicted to your car! This is something that you will get used to however – if you learn what you can or can not get away with then you will eventually reap the benefits.

V-Rally is not the *Gran Turismo* beating racing game that we want (it is coming though...). Maybe it isn't quite as good as *F1 World Grand Prix*, but it is still a fantastic racing game that you should add to your collection. **JON**

LIPS' COMMENT

Without a doubt this is one of the fastest racers on the N64. However, as a consequence there is also some terrible pop-up in places that can become a tad tiresome. Your vehicles also tend to skid around the courses as though some evil swine has poured oil all over them. Nevertheless, V-Rally really shines out as a quality racer that requires not a little perseverance to master, which is after all no bad thing. If you want a quality wheel-based racer then *V-Rally* is the game.

VERDICT

GRAPHICS — 8

Pretty impressive. *GT64*... what was that again?

SOUND — 6

Rrrmmmm! Rmm! Rrrrrrrmmmmmm! Eeeeeee!

PLAYABILITY — 8

Hard to master, but you will get there eventually! Have faith...

LASTABILITY — 8

Plenty of options and really difficult later on.

OVERALL — 90

A serious contender for the best driving game on the N64.

Start your engines!

V-Rally gives you loads of cars to learn to use. Here are just four of the most popular ones available.

The car for masters, the Renault Megane holds the road extremely well at speed!

Surprisingly useful, the Seat Ibiza is probably the best for beginners. It's ugly though!

The choice of Colin McRae, the Subaru is actually very tail-happy, slipping all over the place.

The Escort is about as boring in the game as it is in real-life. Steer well clear!

INFO

PUBLISHER: Infogrames | DEVELOPER: In-House | PLAYERS: 1 | GAME TYPE: Platform | VERSION: Pal

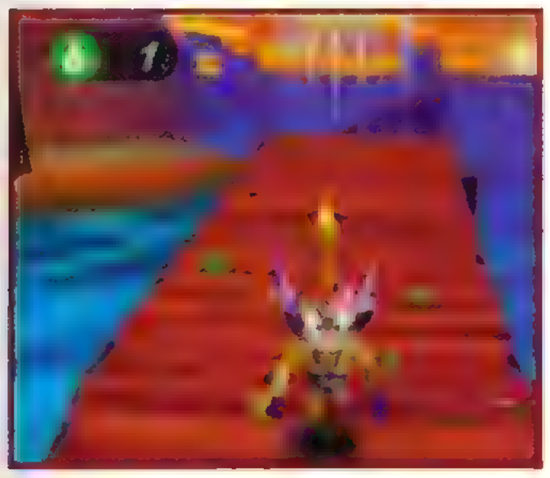
SAVE GAME: Memory Card | RUMBLE PAK: No | CARTRIDGE SIZE: 128K

STARSHOT

Space - the final frontier. Where an intergalactic hero is nothing more than a mischievous juggler and the villains raid the universe in a giant, stripey tent. Starshot is the name, and *Starshot* is the game.

1st Impressions

This is an extremely impressive-looking title in the graphics department. The storyline is just as innovative as the control you have over the viewing angles, but the overall gameplay feels somewhat cumbersome and awkward to handle.



"What! You mean future readers can actually read?" Starshot is captured here being his usual perceptive self!

As far as platform adventures go, Nintendo appear to have had the lion's share of the top quality titles in recent years. *Mario 64* began the onslaught, with the flagship character turning in yet another blinding console performance, and subsequently setting the standard by which other developers for the N64 have had to conform. *Banjo-Kazooie* and *Gex* have all attempted and succeeded in consolidating the N64's superiority in this field, and have all done well in what is arguably its most popular genre of game. With such a healthy crop of predecessors, *Starshot* has undoubtedly got to perform at the highest level. The Infogrames software has already undertaken a name change, (this is the artist formerly known as *Space Circus*) and is now ready to fly into your console homes.

Starshot is a platform adventure set amongst a somewhat colourful backdrop of outer space. You play the eponymous multi-talented hero with a skill for juggling and a fearless outlook on life itself. The story is an amalgamation of wacky cartoon antics set amongst a light-hearted science fiction theme. Starshot is a member of the intergalactic circus, aptly titled the Space Circus. A continuing feud between his troop and a savage rival act, namely the Virtua Circus, has ensured Starshot's workload is kept at a maximum, with his mission primarily being to save his own circus whilst trying to bring about the ultimate demise of the fiendish competitor.

Luminary Larking

With so many different platformers filtering onto the N64 market, the genre has moved on considerably, in terms of both innovation and overall quality. What Infogrames have done to make their product stand away from the mainstream conventions of the genre is make the whole event non-linear. This means that there is no specific route to the end of the game and many of the places visited can be revisited at will. Puzzles are encountered frequently and the action/fighting side of the game is abounding. There rarely seems to be a moment without a character to interact with, or an adversary to dispose of. Enemies come in various shapes and sizes, but mostly in the form of members from the rival troop. From little robots to oversized, mallet-wielding harlequins, they are varied in appearance but easy to acknowledge (they can usually be found running after you in an angry manner.) Apart from the crew of the Virtua Circus, planet inhabitants can also turn their aggressive attentions toward you. Although most of the natives are salespeople or wise folk with cryptic messages, some of them routinely go about their business totally unaware of your cause. From children on the beach building sandcastles to half-dressed ladies in changing tents, these folk will not bother you unless you bother them. Trample on the kiddies' sandcastles for too long and you could find them chasing you with their buckets

"What Infogrames have done to make their product stand away from the mainstream conventions of the genre is make the whole event non-linear"

CONTROL FREAK

1 ANALOGUE STICK

Moves the Starshooting clown around his three dimensional environment. Forward, back, left, right, etc.

2 'A' BUTTON

Performs Starshot's somersault leap. Good for jumping over chasms or leaping over knee-intended missiles.

3 'B' BUTTON

Starshot's very own power armament. This activates his star-throwing arm, with which enemies can be disposed of.

4 'C' BUTTONS

These four buttons manoeuvre the playing camera. It can be aimed in any direction to find easiest playing perspective.

5 'Z' BUTTON

Combined with the 'A' and 'B' buttons, this activates the zoom in and zoom out camera commands. It also displays your stats.

6 START BUTTON

Pauses the game.

7 D-PAD

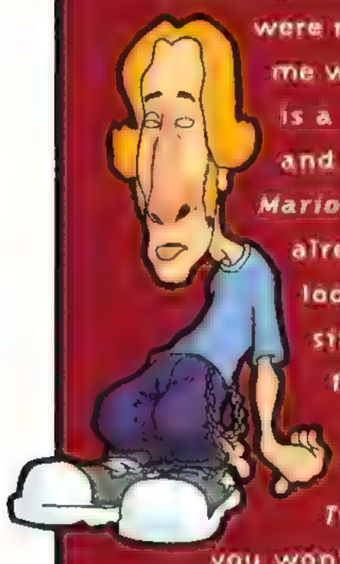
Not as responsive as the analogue stick, because it doesn't work!

8 SHOULDER BUTTON

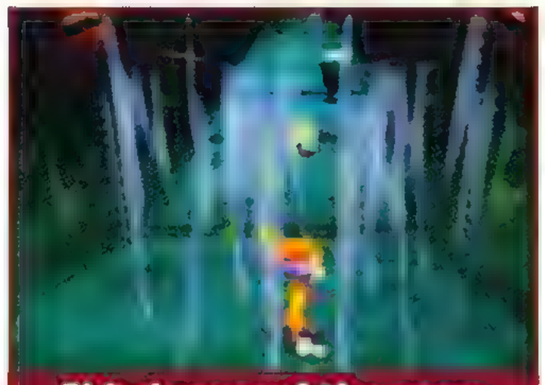
This activates a conversation between Starshot and one of the characters he encounters.

SHADOW SPEAKS

Starshot has been most eagerly expected at the T64 towers, but we had the feeling that it would never top *Banjo*, and we were right. Don't get me wrong, *Starshot* is a great game, and if you have *Mario* and *Banjo* already and are looking for similar fun to fill the gap until the arrival of *Twelve Tales* you won't go that far wrong with this. *Starshot* looks great, sounds great, and is full of humorous original challenges. The main problems I have are that it gets very hard very quickly, and it can be a little difficult to control at times, which gets hair-rippingly frustrating. Definitely one for hardened platform veterans.



Starshot appears to be stranded... and looking slightly worried, too! He'd better look out for that shark!



This is one of the many checkpoints in the game.

If you see a boulder rolling towards you, run up a wall!

and spades. Little touches and humorous moments like these make *Starshot* a pleasure to play. There is a fine balance of humour and complex riddle-solving. It isn't easy, but it doesn't frustrate you like some other games are prone to.

Whiter Shade of Pale

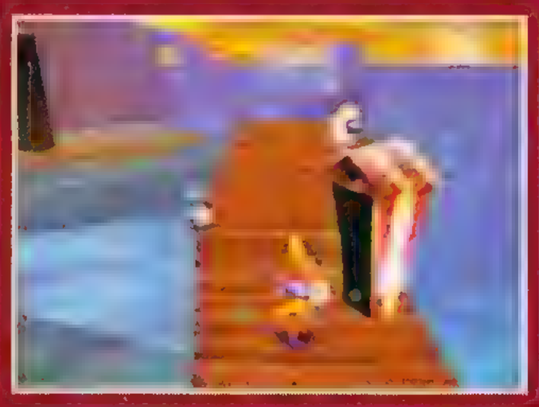
Utilising every ounce of the N64's technology, the graphics are quite simply astounding, ranging from water effects that would rival those in *Banjo* to the huge, beautifully defined environments that envelop our hero. But it isn't just the graphics that make *Starshot* a pleasure to play with, the game itself is as big as they come. Played over seven different worlds, each with their own particular theme, your missions vary depending upon which planet you are on at that time. *Starshot* features an array of wacky tasks to perform and brain-aching problems to be solved. Unlike many a game of this description, *Starshot* is far from being a walkover. A lot of the puzzles require strenuous brain activity and, often, more than one action to complete a riddle.

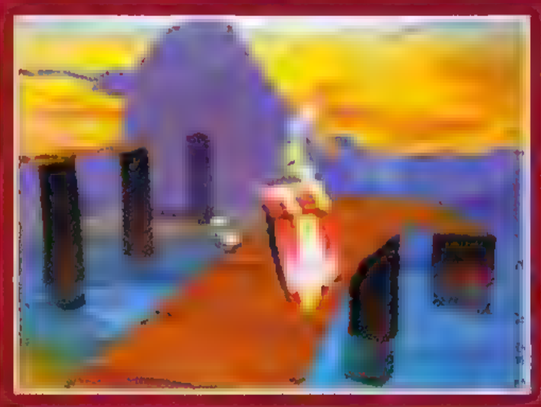
There does seem to be one large hairy downfall to what, overall, is a smashing game. Controlling Starshot can be a real nightmare! With four

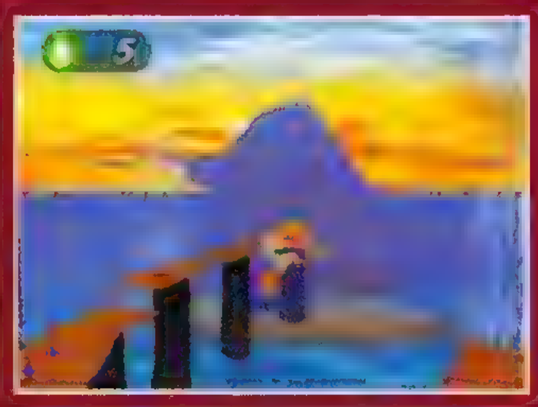
"There rarely seems to be a moment without a character to interact with, or an adversary to dispose of"

What a Carry On!

Like a scene out of a classic "Carry On" film, the 'Starshot and the tent' caper seems almost suited to one of the 1960s movie masterpieces. Our heroic juggler stumbles into the tent, there then follows a skirmish, a scream and slap. Our juggler can then be seen flying out of the tent eee yaaah Stop messin' abooouut!







Even the after-explosion smoke cloud looks realistic.

A policewoman sporting a blue swimsuit... I ask you.

Big black bombs can be found throughout many levels.

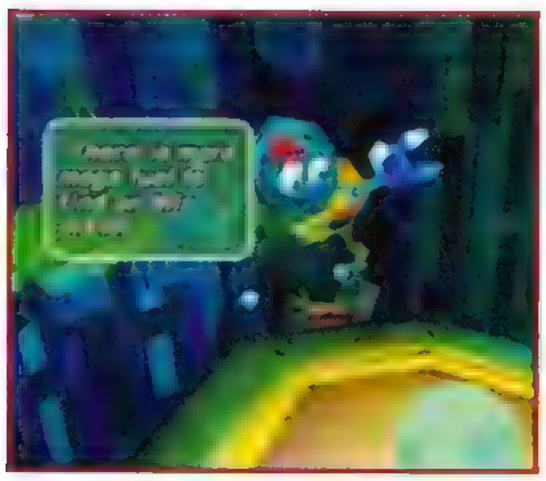
Starshot's ability to manipulate stars and use them to attack adversaries can lead to some fulfilling moments.

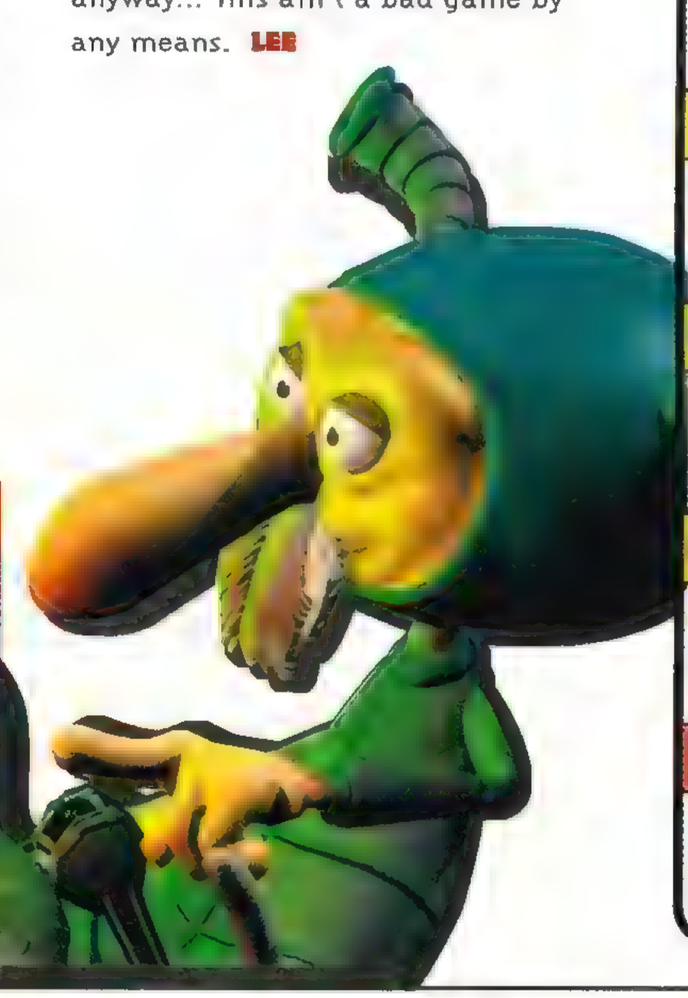
buttons specifically assigned to commanding the camera, it is obvious they are going to be an important factor in your quest. There is a left and right rotation, an up and down viewing manoeuvre, and also zoom in and zoom out ability. Every area within Starshot's sight can be viewed in full, but with the angles changing frequently it all becomes tricky and often frustrating. With a little experience, though, this minor fault (arguably the only blemish on what is a good quality title) can be coped with, but not totally dismissed.

Overall, this is a quality piece of software that should not be ignored by fans of the genre. There is a good balance between fighting action and testing puzzles, and it is not overly easy. Longevity will be increased by the non-linear application and will give you many different variations in your quest. The characters you will encounter, and there are over 300 of them, are all individually designed, have their own personality and will often make for some very humorous gaming moments. The 3D engine, unique to *Starshot*, will allow more than fifteen characters onscreen at a single time and over 10,000 polygons to be shown concurrently. This greatly adds to the experience, giving you so much to see and do in small areas, and helping the gamespeed to remain at a steady pace without slowing. Storyline interludes manage to retain the excitement and the overall player involvement, and the game's depth will ensure prolonged playing fun.

"The 3D engine, unique to Starshot, will allow more than fifteen characters onscreen at a single time and over 10,000 polygons to be shown concurrently"

With the platform genre being so competitive on the N64, it's fair to say that *Starshot* is not the best that we've ever seen, but it does give a good account of itself. If a juggler in a colourful costume is your kind of personality, then this could be your lucky day. If not, then give it a go anyway... This ain't a bad game by any means. **LEE**





VERDICT

GRAPHICS — 9
Gorgeous throughout the game. Well defined characters, colourful and beautifully drawn environments and smooth animation.

SOUND — 8
There are some brilliant atmospheric tunes in there, and weird sound effects.

PLAYABILITY — 8
Tricky at first, but it does eventually become very rewarding.

LASTABILITY — 8
It isn't the biggest game you'll ever play, but good for a while.

OVERALL — 86
By no means the greatest platform adventure on the Nintendo.

INFO

PUBLISHER: Ubi Soft | DEVELOPER: Vivid Images | PLAYERS: 1-4 | GAME TYPE: Racing | VERSION: PAL

SAVE GAME: Memory Card | RUMBLE PAK: Yes | CARTRIDGE SIZE: 128MB

S.C.A.R.S.

With so many racing games flooding onto the market at present, what could possibly make the Ubi Soft game so special from the others? Could it be its animal magnetism? Or is it simply a dirty beast?

1st Impressions

It's clear enough to see division from the off that this particular game has been designed specifically with four players in mind. While the graphics and sound are alright, they are nothing special, the multiplayer action is great fun.

With there being a current influx of N64 racing games, Ubi Soft have now joined the proverbial bandwagon with one of their own. The highly anticipated *S.C.A.R.S.* is a game that puts you in control of an animalistic vehicle and enters you into a racing challenge that stretches over many different driving environments and through many different tournaments. Like every other game of its kind, points are awarded for finishing positions and the more of these you have, the higher you will be placed come the final standings. Playing in almost identical conditions to the highly rated *Mario Kart*, you are competing against other competitors sporting various different driving styles, with winning naturally being your primary objective. Races are competed over laps, as opposed to stages, and unlike many arcade racers there are no 'Checkpoint' requirements to falter your progression.

As the genre has really picked up on the N64 in recent months, and with most of the games being of such a good quality, anything that fills the store shelves now has to offer the gamer something different, or an experience worthy of parting with their cash. *S.C.A.R.S.* doesn't play outstandingly differently from most of the other titles that you could compare it to, but it does offer you the chance to play with, arguably, the most innovative of vehicle styles. With the title of the game being an acronym for 'Super Computer Animal Racing Simulators', it is no surprise to find that each of the racers is based on, and formed into the shape of, animals – funny that!

Where's Johnny Morris?

There are a selection of different cars (if you can actually call them that), each differing in design and road-handling capability. Wide wheels, oversized spoilers and some of the most outrageous chassis you'll ever see this side of ZZ Top combine to form the foundations of what the game is based upon. From a shark and a praying mantis to a lion and even a woolly mammoth, these truly are design genius. Each seem to have been created by some nutty 'David Attenborough wannabe' professors in laboratories and decorated by the world's very finest graffiti artists. A melee of futuristic design inspiration and an ensemble of fluctuating colour.

You'll find that it isn't just the cosmetic differences that set each of the vehicles apart. They each have individual strengths and

There are so many statistics littering the screen that your eyes would fall out of your face if you were to study them all

Animal Magic!

Welcome to the S.C.A.R.S. showroom. There are five vehicles you can immediately proceed from. They're animals which look like animals and sounds as the names.

Here's the world cup to the S.C.A.R.S. championship.

Mmmmm. Sweet strawberry with a large helping.

Bronze, Silver and Gold cups are available.

Shark. You won't need a bath for this motor.

Turtle. No need for pneumatic tyres to take.

"With the game's title being an acronym for 'Super Computer Animal Racing Simulators', it is no surprise to find each of the racers based on the shape of animals."

SHADOW SPEAKS

I don't really agree with some of the things Rankin says about the game. The graphics are great, really accentuating my favourite action in a recognised 3D environment, and the music is pretty consistent at raising excitement. The game plays like an adult version of Mario Kart, and what it lacks in popularity, it makes more up for in longevity. The multiplayer mode (four) is well worth waiting out for if you have loads of mates, even if it is mainly due to the "mal-patch". The developers should be proud of what they have managed to achieve as a small independent company. S.C.A.R.S. is a great game, but it is the sad route that World Driver cannot parallel in comparison with, for example, the Beyond Paramount game of the year, Wipeout 64. Although in my mind it is better than 007. Give S.C.A.R.S. a token to your local games shop by all means!

weaknesses common to most combat racers of this style. These are graded in speed, acceleration, armour and weapon handling. Although this doesn't appear to be noticeable at first, you will find yourself opting for a vehicle more accustomed to your driving style - or like me, the one that looks the coolest!

Unlike the excellent *F1 Grand Prix*, although the cars have individual racing capabilities, this is more an arcade racer than a simulation. This has resulted in the composition of tracks that have been seemingly created to compliment the intricate natures of the vehicles themselves. The racing venues are all set amongst a post-apocalyptic backdrop of industrial dissipation and a born-again, primitive Earth. They are all multi-route courses that cater heavily in graphical detail and well-defined scenery. This apart, they are not the most demanding of tracks you'll ever frequent, but it does save you from experiencing the frustrating, uncontrollable wall-bouncing effects (notably in *Extreme-G 2*), where driving skill seems to have been mislaid. They are all have plenty of width and there is enough space to race eight vehicles comfortably without the experience feeling cramped and unplayable.

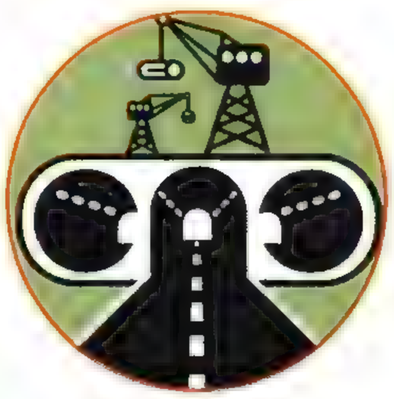
Who's Terry Nutkins?

Like many games of the genre, there are various race mode options for you to dabble with. There are time trial (self explanatory) and championship options in single player mode. The

Some of the weapons have some really nice effects.

The rear view proves useful for firing weapons behind you.

This really is a lovely shade of yellow, isn't it?



CARBON CUP
ROUND 2
SHARK
DON'T GIVE UP.
YOU MAY WIN NEXT TIME!
During the Grand Prix mode, the CPU will randomly select a rival for you to battle against. They are so smarmy in victory.

championship competition is broken into several different cup tournaments which, in turn, is again divided into four races. If you are victorious in one cup you progress to the next, and so on. There is an added incentive with this procedure, that being the availability of new vehicles for you to play with. The default availability is only five, but as you progress, there are a further four that you can attain.

The most fun is really to had in multiplayer mode. Up to four players can compete at the same time using the common quartered-screen set up. This is one of those rare games in today's current climate that doesn't seem to slow when the screen is busy. With this comes all of the fun we expected to find when the N64 was first launched with the four joystick ports. It may not be as fast as *Wipeout*, but it runs at a fairly competitive speed and there are the outrageous weapons for you to pick up as well. The armaments that are provided are what makes *S.C.A.R.S.* such a compelling experience, from vehicle-slowing 'giant magnets' to the traditional destructive methods of missile launchers and guns. Apart from weaponry, speed-enhancing devices, such as 'turbo boosters' can also be obtained to make for some close racing action. The four player game is undoubtedly the thing that the designers had in mind when the game was in its embryonic stage, and it seems to have developed into a fully fledged entertainment haven.

Overall, *S.C.A.R.S.* isn't such a bad game. For those of you who are friendless and would have to make do with the single player option, there are probably other titles suited more to your needs. However, if you have a ferry full of mates, and you like playing with them, then this will beat 'pass the parcel' every time. If you are a fan of the genre, it'll definitely be well worth your while checking this one out. **LEE**

VERDICT

GRAPHICS — 8

Well textured and extremely bright and detailed. A hint of redraw is visible, but the game still runs smoothly.

SOUND — 7

Some of it sounds a bit like Snap, but the music is fairly competent dancy stuff that suits the game well.

PLAYABILITY — 8

In single player mode it's lots of fun. The multiplayer action is where S.C.A.R.S. excels... brilliant!

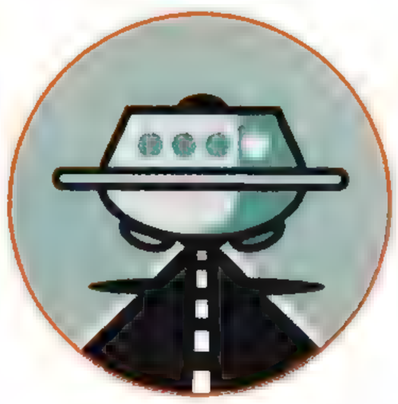
LASTABILITY — 8

It may be short-lived in the single player mode, but will last for a millennium with the four player action.

OVERALL — 88

Overshadowed by *Mario Kart* and *Wipeout 64*, but still an entertaining racing game that you would be well advised to at least try out.

" They each have individual strengths and weaknesses common to most combat racers of this style. These are graded in speed, acceleration, armour and weapons."



INFO

PUBLISHER: EA Sports | DEVELOPER: In-house | PLAYERS: 1-4 | GAME TYPE: Sports Sim | VERSION: PAL

SAVE GAME: Memory Card | RUMBLE PAK: Yes | CARTRIDGE SIZE: 96MB

NHL '99

If fat padding and razor-sharp ice skates be the food of love, then let us all feed at a banquet of the rough and ready world of stick-wiggling and organ playing. Ice hockey is the name of the game.

CONTROL FREAK

1 ANALOGUE STICK

Guides your ice hockey chaps around the ice and also chooses the angle at which your shots are fired at.

2 'A' BUTTON

Shoots the puck or roughs up the opposition with a harsh tackling move. Essential.

3 'B' BUTTON

Selects the nearest player to the puck, and for passing.

4 'C' BUTTONS

Speed burst, fast-skating, rapid rink action, and offence and defence tactics.

5 'Z' BUTTON

Spins the player before unleashing a powerful puck drive.

6 START BUTTON

Pauses the game.

7 D-PAD

Exactly the same as the analogue stick, but seems sluggish.

8 SHOULDER BUTTON

It's a surprise!!!

As far as sports software goes, ice hockey has littered home computers and consoles since the dawn of the silicon chip. From the early renditions of the sport that graced the now dated Atari machines to the heavily updated and vastly improved versions of the late nineties, the sport will always have a following and consequently be a player in the software stakes. So what is it that makes this sport so special? Could it be the high velocity action that sees defence turn to attack in a matter of seconds, or the anticipation of a full scale punch-up occurring? Whatever it is, the Americans love it, the Canadians are good at it and the developers are always producing it. We might as well face it, whether we're fans of the sport or not, we are stuck with it.

EA Sports have gained a reputation for providing quality sporting titles over the years, and it is the same team who are responsible for this latest venture into the realm. NHL '99 gives everything you would want from a game of this sort from large, over-padded athletes and a hard icy floor to an ageing tone-deaf organ grinder with a distinct lack of proper timing. Graphically speaking, it is as good as one would expect from an ice hockey game. Musically though, it is limited. However, everything is wrapped up and presented with the usual EA finesse... so there's nothing much wrong here then!

Pads Win Prizes

As is the case with every authentic sports simulation to come out of this particular house, there are a multitude of 'real' players and different tournaments for you to wrestle with. Exhibition matches, full season and playoffs are just some of the competitions you can indulge in, and there is even a

"It may only appeal to a limited N64 audience, certainly fans of the sport itself, but it is by no means a disappointment to the genre."

A face-off takes place if any sort of foul is committed. Two players stand face-to-face and wiggle their sticks at each other.

1st Impressions

Just like any other ice hockey game, the puck is difficult to see, you don't seem to have much control over what happens and players keep falling over without the aid of copious quantities of alcohol – well, one assumes so as they are pro sportsmen. It seems like a lot of fun, though

Such is the quality of the software that the most famous of British sporting personalities, Bradley Billington, has been included as well.

penalty shoot-out competition for those of you with a greater hunger for goals. There is a selection of both international and domestic American teams, each of which are individually rated to match the correct standard of their actual real-life counterparts.

The game plays reasonably well. The realism of the skaters on the ice is excellent, with them moving around the rink at great speed, twisting and turning in a manner one would expect them to. Scoring can be difficult and frustrating at first, but with some prolonged play and a little perseverance it will become more familiar to you and a lot easier to execute.

One of the main problems that the genre has encountered throughout its history has been following the play. With the puck being such a minuscule object, it has often become hidden from the eye and has subsequently ruined the playing experience. NHL '99, however, has combated the problem by implementing a camera that solely follows it around the ice. There is now no question of you losing the direction of the action or skating away from the area of play.

As well as the normal on-ice events you would expect to find in a sport such as this, the likes of slap shots, cross checking and tripping, the EA team have also included a one-on-one 'fisty cuffs' scenario for when two hot-headed players become too heated. The action switches to the players involved and a fight ensues. You have to jab your buttons to jab your opponent until one of you succumbs and falls to the floor – this seems to have no relevance on the game itself and doesn't aid your cause in any way as both players are immediately ordered to the 'sin bin' as a result of their actions... Still, a punch-up is a good test of your fighting ability, demonstrates testosterone and is a welcome break from the legal bounds of the sport.

Overall, *NHL '99* is a superior ice hockey game to many that have gone before. It may only appeal to a limited N64 audience, certainly fans of the sport itself, but it is by no means a disappointment to the genre. Any anoraks of the sport out there will adore the authenticity and the wealth of statistics and figures it has to offer, and in four player mode it can provide exactly the kind of enjoyment a group of mates seek after they roll in off the streets at 11.30pm. Not a bad game at all, but at the end of the day it is only ice hockey. **LEE**

VERDICT

GRAPHICS — 8
Reasonably good, and serve their purpose well. The N64 is capable of better, though.

SOUND — 6
Ice hockey software has never been renowned for musical excellence, but the commentary is both informative and witty at times.

PLAYABILITY — 7
By far the most playable ice hockey game and equally as good in multiplayer as it is in single player mode.

LASTABILITY — 6
Will probably only appeal to ice hockey fans for any lengthy period of time. Again, the multiplayer action may keep you interested for a while.

OVERALL — 79
Not at all a bad piece of software, but overall, more suited to followers of sport and ice hockey in particular.

"Exhibition matches, full season and playoffs are some of the competitions you can indulge in, and there is even a penalty shoot-out competition"

Wiggle it. Just a Little Bit!

There isn't a lot you can do to show your elation on a slippery ice rink without falling on your rear and ruining the moment. So the safest way to unload your enjoyment is to skate around in circles and join your team mates in some frivolous stick wiggling. (Q. What's brown and sticky? A. A stick.)

Silicon Valley Competition
VALLEY OF DESIRABLES!

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* A sheep
* A chip
* Something to do with Christmas

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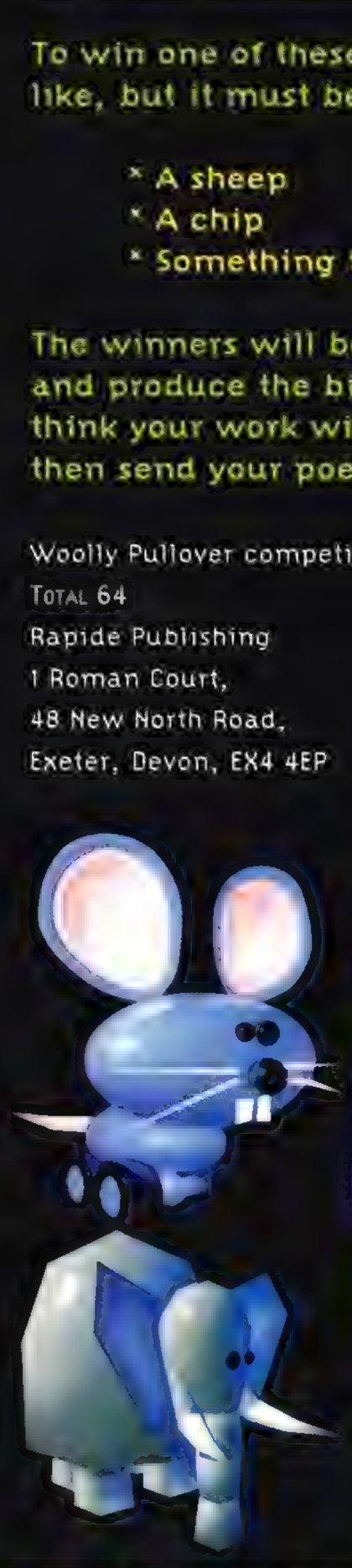

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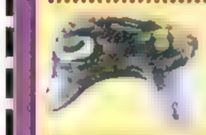

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TOTAL RECALL

The N64 now has loads of games available for it. Most are pretty good, but some are worse than a slap to a sunburnt back. Make sure that you check out this section of the mag thoroughly before making those all-important purchases. Bear in mind that as time goes by, scores are decreased to reflect the rising standards of games on our favourite machine.

THE ICONS

SAVE GAME | CART SIZE | RUMBLE PAK | PLAYERS

Can game be saved to Memory Pak, Battery Backup or password?

How big the game is in terms of memory (Mbits)

Tells you if the game is Rumble Pak compatible

Number of players that can play the game

UK

This will tell you if the game is the PAL version, which means that there is no need for action somewhere on Scorpion's feet.

JAPAN

If the game has this icon, then you'll know that its country of origin is Japan. If you want to buy the game you will have to obtain it from an importer.

USA

If the game has this icon then you'll know that its country of origin is America. If you want to buy the game you will have to purchase it from an importer.

1080° SNOWBOARDING

Nintendo | In-House | Issue 16 | 85%

As you might expect from the team that brought you *Wave Race 64*, Nintendo's snowboarding title is an extremely well-made piece of software. The experience of 'boarding has never been reproduced as accurately as this before, but the game has limited replay value.

BATTERY | 12 MBITS | YES | 1-2

AIR BOARDER 64

Human | In-House | Issue 12 | 78%

When is a snowboarding game not a snowboarding game? When it's called *Air Boarder 64*. This title is basically your average snowboarding game, just set in the future. Unfortunately, it's fairly ordinary and to be honest, your money could definitely be better spent elsewhere.

MEMORY PAK | 64 MBITS | YES | 1-2

ALL STAR BASEBALL '99

Acclaim | Iguana | Issue 17 | 87%

If you're a baseball fan, then this is the title for you. Unbelievable hi-res graphics and realistic commentary make this the best baseball game money can buy. However, this game is for serious gamesplayers out there – to get the most out of *All Star*, you'll have to play it for a long time indeed.

MEMORY PAK | 96 MBITS | YES | 1-4

BANJO-KAZOOIE

Nintendo | Rare | Issue 17 | 96%

Superlatives cannot do this game justice. Rare have managed to create what is quite possibly the best platform/3D adventure game on any console. Don't let the cute graphics fool you – this is a beast of a game, and we at TOTAL 64 urge every last one of you to buy it!

BATTERY | 128 MBITS | YES | 1

BIO FREAKS

Midway | Sapphire | Issue 18 | 84%

Bio F.R.E.A.K.S. is a monster of a beat-'em-up and one of the best on the N64. The graphics are amazing, there are loads of new ideas and it's great gory fun, although not perfect by a long way.

MEMORY PAK | 128 MBITS | YES | 1-2

BLAST CORPS

Nintendo | Rare | Issue 1 | 89%

Rare's first title for the N64 is a wonderfully original game. It's something close to an arcade puzzle game, where you have to save the world from a nuclear holocaust by demolishing buildings.

MEMORY PAK | 64 MBITS | NO | 1

BOMBERMAN 64

60%

• PUBLISHER • DEVELOPER • REVIEWED

Bomberman tries to out-Mario *Mario* and he really shouldn't have bothered. This is an uninspired, if pretty enough, outing for the little chap which just doesn't do him justice. The one-player game is adequate enough, but the multiplayer mayhem of yesterday just became cluttered and confused.

MEMORY PAK | 64 MBITS | NO | 1-4

BUST-A-MOVE 2

60%

• PUBLISHER • DEVELOPER • REVIEWED

A great puzzler that has caused many a sleepless night for *Bust-A-Move* addicts. However, that said, this has to be one of the greatest rip-offs ever to have been thrust into our offices. The bottom line is: unless it's less then £25, don't even go there.

MEMORY PAK | 128 MBITS | NO | 1-2

BUCK BUMBLE (UK)

91%

Ubi Soft | Argonaut | Issue 20

Excellent shoot-'em-up with loads of variety. Argonaut have conjured up a wealth of techno-beasties for the all-new hero Buck to put pay to. Heavenly gameplay marred only by hellish fog.

MEMORY PAK | 96 MBITS | YES | 1-2

DARK RIFT

69%

• PUBLISHER • DEVELOPER • REVIEWED

For a beat-'em-up with weapons, *Dark Rift* is curiously inoffensive. It's a competent enough exercise that is looking a little long in the tooth these days. The combat controls are reasonably instinctive, but this only makes for a button basher's paradise.

MEMORY PAK | 64 MBITS | NO | 1-2

DEZAEMON 3D (JAP)

40%

• PUBLISHER • DEVELOPER • REVIEWED

If you have ever fancied making your own shoot-'em-up, then this is where you should plant your cash. However, unless you happen to be fluent in Japanese, then you ought to wait for the Pal version.

EASTERN | 128 MBITS | YES | 1

DIDDY KONG RACING

95%

Nintendo | Rare | Issue 10

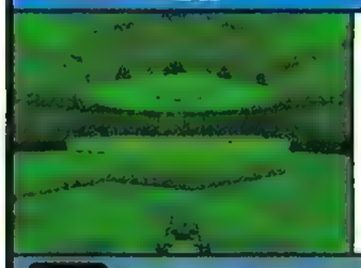
The game that *Mario Kart* should have been? The one-player mode takes ideas first seen in *Mario 64* and introduces them into a racing game. Lots of fun, but perhaps just a little too cute for older players.

MEMORY PAK | 128 MBITS | YES | 1-4

DOOM 64

79%

GT | Midway | Issue 12



The classic PC game is brought up to date using the N64's truly wonderful graphical capabilities, and yet the gameplay remains much the same. If you loved the original, you'll enjoy this – but it still doesn't compare to *Goldeneye*.

MEMORY PAK | 64 MBITS | NO | 1

DUKE NUKEM 64

85%

GT | In-House | Issue 10

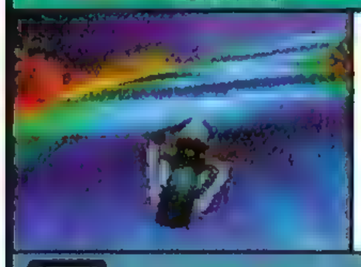
The Dook finally manages his N64 debut and boy, is he a tough mutha! Everything that you'd expect is here from the PC version, except for the dodgy strippers. The game has excellent level design, some wicked humour and heaps of attitude.

MEMORY PAK | 64 MBITS | YES | 1-4

EXTREME G

87%

Acclaim | Probe | Issue 9



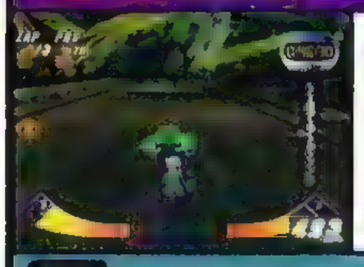
The game that proves the N64 can indeed 'do' fast racing games. Basically *Wipeout* on bikes, *Extreme G* is a rollercoaster of a ride that can, at times, be a little frustrating to control. Apart from that, it's excellent fun.

MEMORY PAK | 64 MBITS | YES | 1-4

EXTREME-G 2

96%

Acclaim | Probe | Issue 21



Superb sequel to the now dated original. Lots of options to keep you playing for ages. If you fancy a futuristic racer, you could do a lot worse...

EASTERN | 96 MBITS | YES | 1-4

F-1 WORLD GRAND PRIX (US)

92%

PUBLISHER Video System DEVELOPER Paradigm REVIEWED Issue 20

The kind of racer that makes you happy to be an N64 owner. Perhaps a little slow, but with the wealth of options available and stunningly realistic graphics, this is a must-buy for F-1 fans

MEMORY PAK | 192 MBITS | 1-2

F-ZERO X

92%

PUBLISHER Nintendo DEVELOPER Nintendo REVIEWED Issue 13

This is the game that proves the N64 can handle high speed racing and still offer supreme playability. *F-Zero X* offers future racing at its purest; no guns, no frills, just the adrenaline rush of clearing the swooping tracks in first place. Especially good in four player mode.

CARTRIDGE | 192 MBITS | 1-4

FIFA: RTTWC '98

78%

PUBLISHER EA DEVELOPER In-House REVIEWED Issue 17

All the options and graphical finesse you could ever want from a sports sim. Unfortunately it is essentially a very poor footie game, there are better out there and *FIFA: RTTWC '98* is best avoided.

MEMORY PAK | 128 MBITS | NO | 1-4

FIGHTERS DESTINY

88%

PUBLISHER Ocean DEVELOPER Imagineer REVIEWED Issue 17

Fighters Destiny is something of a novelty – it's a fighting game that doesn't try to copy *Tekken*! As a result, this game has a highly enjoyable and original fighting system. The best on the N64 – so far.

MEMORY PAK | 128 MBITS | YES | 1-2

FORSAKEN

90%

PUBLISHER Acclaim DEVELOPER Iguana REVIEWED Issue 16

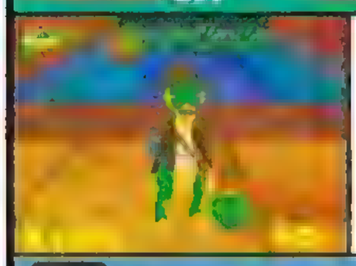
3D shooting at its very best. Proves that the N64 can play fast-moving games with loads of detail and stuff going on. Although the one player game is a little linear, the multiplayer option really does rival *Goldeneye* for sheer playability.

MEMORY PAK | 128 MBITS | YES | 1-4

GEX 64

84%

PUBLISHER GT I DEVELOPER Realtime Ass REVIEWED Issue 20



The slippery little fella makes his first appearance onto the N64. Despite the fact that it isn't quite up to *Banjo-Kazooie's* level, it is mighty fun nonetheless. Nothing new but not bad either.

MEMORY PAK | 96 MBITS | NO | 1

GLOVER

89%

PUBLISHER Nintendo DEVELOPER Hasbro Interactive REVIEWED Issue 21

Glover is a very innovative platformer that sees you manipulating balls in the form of a four-fingered glove. Very original and loads with fun, but the puzzles can very very hard after just a couple of levels. If you love platform games, and you've got *Banjo* and *Mario*, go for this as something a little different.

MEMORY PAK | 128 MBITS | NO | 1

GOLDENEYE 007

98%

PUBLISHER Nintendo DEVELOPER Rare REVIEWED Issue 8

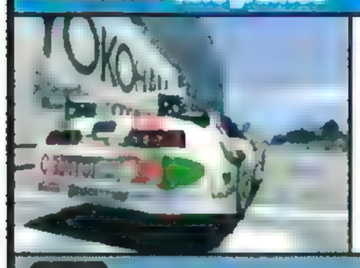
In our opinion, the best game on the N64. With its wonderful mission-based gameplay, superb graphics and a truly excellent multiplayer option, this game is leagues ahead of any other first person shooter.

CARTRIDGE | 128 MBITS | YES | 1-4

GT 64: CHAMPIONSHIP EDITION

79%

PUBLISHER Infogrames DEVELOPER Imagineer REVIEWED Issue 16



You were wondering where the N64's *Gran Turismo* would come from, weren't you? Well, here it is, not quite as good as the PlayStation's best but for all of you racing game starved N64 owners, it's a godsend. Infogrames' *GT 64* offers tracks, speed and realistic handling.

MEMORY PAK | 128 MBITS | YES | 1-2

IGGY'S RECKIN' BALLS

82%

PUBLISHER Acclaim DEVELOPER Iguana REVIEWED Issue 19

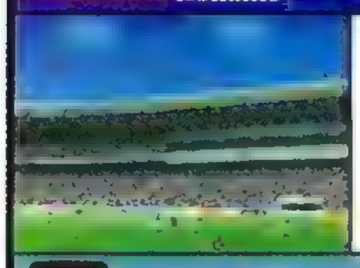
This game is enough to send anyone schizophrenic! It's a game of two halves, but the only balls in sight are pulsing, leaping little 'doods' with six foot tongues. Interesting that. Half platformer, half racer, *Iggy's* is a ball in multiplayer mode and a bit of a chore for the lonely.

MEMORY PAK | 128 MBITS | YES | 1-4

ISS 64

92%

PUBLISHER Konami DEVELOPER In-house REVIEWED Issue 4



The best footie game on the N64? You betcha! With its arcade style gameplay you'll be hooked on the first play, but as you learn more, you'll realise that this game has a depth unlike any other.

MEMORY PAK | 128 MBITS | NO | 1-4

ISS '98

95%

PUBLISHER Konami DEVELOPER In-House REVIEWED Issue 20

The best footie game just got better. Improved animation, more intelligent goalies and all the wondrousness that *ISS* football games have come to stand for. THE football game – buy it!

MEMORY PAK | 128 MBITS | NO | 1-4

KILLER INSTINCT GOLD

49%

• PUBLISHER • DEVELOPER • REVIEWED

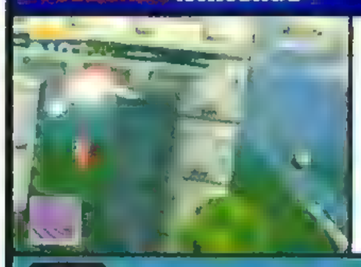
Killer Instinct Gold was revolutionary a couple of years ago, but unfortunately Rare's arcade smash has not stood the test of time at all well. It is very dated and far too complex for most players.

MEMORY PAK | 1/2 PLAYERS | 2 PLAYERS | 1-4

LYLAT WARS/STARFOX 64

94%

PUBLISHER: Nintendo | DEVELOPER: Nintendo | REVIEWED: Issue 16



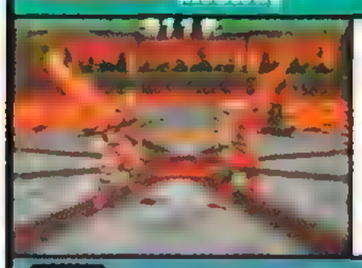
Similar in gameplay to the SNES version, this has one main advantage – its breathtaking graphics that make you feel like you're taking part in a movie. An excellent multiplayer option is the icing on the cake.

MEMORY PAK | 1/2 PLAYERS | 2 PLAYERS | 1-4

MACE: THE DARK AGE

80%

Midway | In-house | Issue 9



A conversion of an excellent arcade game, *Mace* puts the emphasis on weapons in this gory beat-'em-up. Based on the *MK* control system but set in a more 'real' 3D environment, this is a serious alternative to *Fighters Destiny*.

MEMORY PAK | 1/2 PLAYERS | NO | 1-2

MADDEN 64

89%

Electronic Arts | In-house | Issue 12

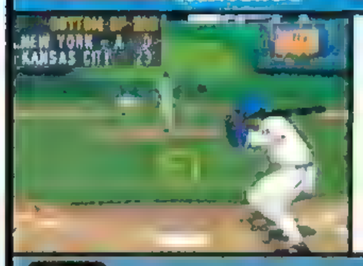
This game lacks the official license and graphical finesse of *NFL QBC '98*, but has excellent AI and more intuitive gameplay. If you like American football, then you'll probably love this.

MEMORY PAK | 1/2 PLAYERS | NO | 1-2

MAJOR LEAGUE BASEBALL

79%

Nintendo | Angel Studios | Issue 17



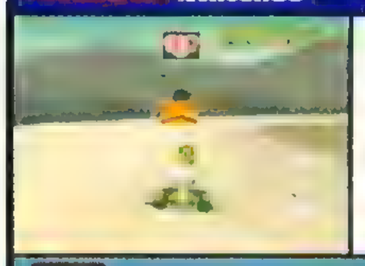
Not the best-looking baseball game ever to have graced the N64. However, what *Major League Baseball* lacks in graphical loveliness it more than makes up for in playabilty. That said, *Major League Baseball* doesn't quite make the grade – especially compared to *All-Star Baseball '99*.

MEMORY PAK | 1/2 PLAYERS | YES | 1-4

MARIO KART 64

93%

PUBLISHER: Nintendo | DEVELOPER: Nintendo | REVIEWED: Issue 1



Not too dissimilar to the SNES version but with much better graphics, longer courses and an excellent multiplayer option. This is probably still the most fun racing game on the N64.

BATTERY | 1/2 PLAYERS | NO | 1-4

MIKE PIAZZA'S STRIKEZONE

30%

• PUBLISHER • DEVELOPER • REVIEWED

If you have to make a game out of a sport as boring as baseball, then it has to have some redeeming features. Nope, none here. Truly, truly abysmal, in every sense of the word.

MEMORY PAK | 1/2 PLAYERS | NO | 1-4

MISSION: IMPOSSIBLE

83%

Ocean | Infogrames | Issue 18

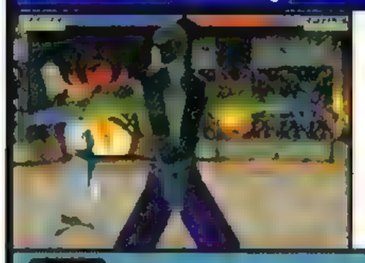
The long-awaited espionage epic that didn't live up to its own hype. A wide variety of gameplay styles and locations makes for a diverse title, but this same aspect makes it somewhat of a catchbag, with some levels working far better than others.

MEMORY PAK | 1/2 PLAYERS | YES | 1

MORTAL KOMBAT 4

90%

PUBLISHER: Midway | DEVELOPER: Eurocom | REVIEWED: Issue 18



Not as transcendental as *Tekken* nor even as superb as the *Street Fighter* games. Nevertheless, this is by far the best beat-'em-up on the N64. Hopefully better will follow. Until then, rejoice and treat yourself to this top fighting game.

MEMORY PAK | 1/2 PLAYERS | NO | 1-2

MULTI RACING CHAMPIONSHIP

80%

Ocean | Imagineer | Issue 7

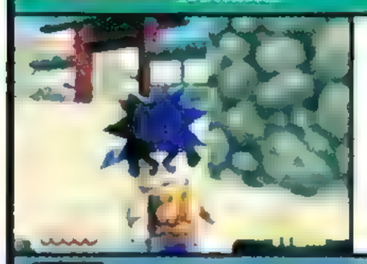
The first things that you notice about *MRC* are the grainy textures of the graphics and the chronic misting. The shortcuts are a neat idea, but the game's longevity is seriously questionable when the ultimate jeep has been uncovered as it all becomes just too easy.

MEMORY PAK | 1/2 PLAYERS | YES | 1-2

MYSTICAL NINJA

89%

Konami | In-house | Issue 11



Konami's RPG/platformer finally sees a release on western shores, and although it takes its cue from *Mario 64*, it offers a superbly diverse and humourous adventure. Excellent graphics and subgames make this one of the best buys for your N64.

MEMORY PAK | 1/2 PLAYERS | NO | 1

NASCAR '99

59%

• PUBLISHER • DEVELOPER • REVIEWED

Nascar Racing, featured in the Tom Cruise film "Days Of Thunder", is actually quite boring in real life, featuring as it does oval courses... and nothing else. This game is a fairly accurate representation of the sport, and as such, it too is boring...

MEMORY PAK | 1/2 PLAYERS | NO | 1-2

NBA COURTSIDE

81%

Nintendo | Left Field | Issue 17

A serious attempt at producing a more simulation-based basketball game. However, this is not quite the top title that we were all hoping for. Graphically it's a little shoddy, but the atmospheric commentary and the wealth of options mean that this is still the basketball game to buy for the N64.

MEMORY PAK | 96 MBITS | YES | 1-4

NFL BLITZ

89%

Midway | Midway | Issue 21

NFL Blitz looks at the world of American Football from a thoroughly arcade perspective, providing many laughs in the single or multiplayer modes. Best of all though, you can save information onto a memory cart and use it in the *NFL Blitz* arcade machine!

MEMORY PAK | 128 MBITS | YES | 1-2

NFL QUARTERBACK CLUB

89%

Acclaim | Iguana | Issue 19

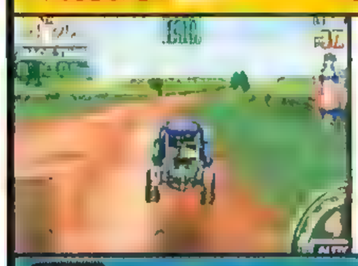
Anyone who has ever enjoyed an American football game will absolutely love this, with its hi-res graphics and realistic gridion gameplay. Similar to *Madden*, but this has the official license.

MEMORY PAK | 64 MBITS | YES | 1-2

OFFROAD CHALLENGE

45%

• PUBLISHER | • DEVELOPER | • REVIEWED



Offroad Challenge's only challenge is to find a poorer example of the racing genre. The handling in this arcade racer is over-simplistic and the gameplay too random and nitro-driven to be really enjoyable. It will be a miracle if GTI manage to offload *Offroad* at all. Don't even go there!

MEMORY PAK | 128 MBITS | YES | 1-2

PENNY RACERS

85%

THQ | Takara | Issue 21

Very similar in gameplay to the hugely popular *Mario Kart*. There are loadsa courses, loadsa vehicles and loadsa fun to be had with it. Pennies from heaven.

MEMORY PAK | 96 MBITS | YES | 1-4

PILOTWINGS 64

95%

PUBLISHER: Nintendo | DEVELOPER: Paradigm | REVIEWED: Issue 1

Still one of the best games on the N64. The inventive mission-based gameplay is matched only by the amazing graphics. You'll enjoy playing the missions, but it's just as enjoyable exploring the immersive landscapes for fun.

BATTERY | 64 MBITS | NO | 1

QUAKE

85%

GT | Midway | Issue 14

One of the scariest PC games ever gets an N64 makeover and retains everything that was in that groundbreaking title. Even the multiplayer game is here, but it's still not as good as *Goldeneye*.

MEMORY PAK | 128 MBITS | YES | 1-2

QUEST 64

69%

• PUBLISHER | • DEVELOPER | • REVIEWED

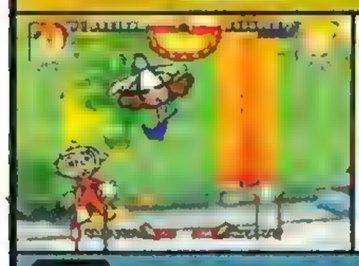
Quest is a disappointment for the N64's first RPG. Sure, it looks gorgeous, but it is far too easy, far too boring and far, far too shallow. May appeal to youngsters ready for their first RPG, but otherwise wait for *Zelda*.

MEMORY PAK | 128 MBITS | NO | 1

RAKUGA KIDS (JAP)

61%

• PUBLISHER | • DEVELOPER | • REVIEWED



Beat-'em-up meets *PaRappa the Rapper* on the N64 with some very bizarre results. Hilarious at first, very playable but eventually the joke wears off.

MEMORY PAK | 96 MBITS | NO | 1-2

SHADOWS OF THE EMPIRE

77%

Nintendo | LucasArts | Issue 1

This *Star Wars* licence takes a catch-all approach to putting together a videogame, and you know what they say about Jacks of all trades... The flying levels are great fun, it's just that there aren't enough of them to compensate for the vaguely tedious *Doom*-style pedestrian levels.

MEMORY PAK | 128 MBITS | YES | 1-4

SNOWBOARD KIDS

80%

Nintendo | Atlus | Issue 13

If you took *Mario Kart* and stole all the wheels from the karts, you'd have a fair idea of what *Snowboard Kids* is all about. Downhill, of course. It's all very cute and fun arcade fare, but it lacks the depth to earn itself a permanent place in your collection.

MEMORY PAK | 64 MBITS | YES | 1-4

STAR SOLDIER

65%

• PUBLISHER | • DEVELOPER | • REVIEWED

Fancy saving the world? Retro-blasting doesn't come any better than this. However, without a 64-bit makeover, *Star Soldier* looks somewhat weathered and tired.

BATTERY | 96 MBITS | YES | 1

SUPER MARIO 64

96%

PUBLISHER: Nintendo | DEVELOPER: In-House | REVIEWED: Issue 1

The game that started it all. A truly wonderful experiment into how a 3D game could work, and Shig Miyamoto carries it off with aplomb. Quite magnificent – if you own an N64 and haven't played this, then you're mad!

BATTERY | 64 MEGS | NO | 1

TETRISPHERE

84%

PUBLISHER: Nintendo | DEVELOPER: In-House | REVIEWED: Issue 4

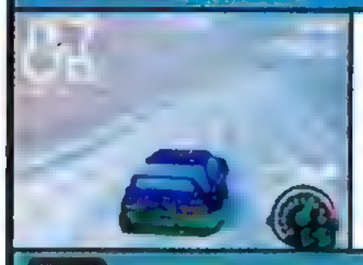
Tetrisphere takes the simplistic and addictive gameplay of the classic game and demands that you have a degree to unravel its latest incarnation. Hard to get to grips with, *Tetrisphere* rewards perseverance with an addictive and challenging 3-Dimensional spherical nightmare.

MEMORY PAK | 64 MEGS | NO | 1-2

TOP GEAR RALLY

75%

PUBLISHER: Nintendo | DEVELOPER: Kemco | REVIEWED: Issue 10



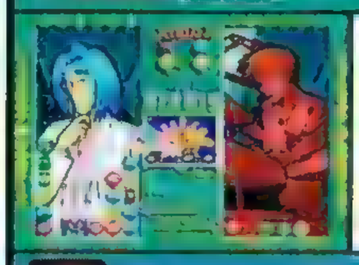
While the game engine's fast enough to give you an impression of speed, the backgrounds are so sparse that you may nod off around the uninventive tracks. It's all fine until you figure out that bouncing off the barriers often sees you place higher than driving seriously.

MEMORY PAK | 96 MEGS | YES | 1-4

TSUNAMI

86%

PUBLISHER: Konami | DEVELOPER: In-House | REVIEWED: Issue 17



A strange one really that follows the tried and tested formula of all great puzzlers; add one part dull graphics to two player action, with more than a liberal splash of playability. Not quite up to *Wetrix*'s standards, but a mighty fine and addictive puzzler all the same.

NO | 12 MEGS | NO | 1-4

TUROK; DINOSAUR HUNTER

86%

PUBLISHER: Acclaim | DEVELOPER: Iguana | REVIEWED: Issue 1

It may have been somewhat overshadowed by the amazing *Goldeneye* recently, but this is still an excellent game. Featuring top class animation and some of the most fearsome weaponry ever, *Turok* will offer you quite a challenge.

MEMORY PAK | 64 MEGS | NO | 1

VIRTUAL CHESS

54%

PUBLISHER: | DEVELOPER: | REVIEWED:

All the cutesy animation in the world cannot stop *Virtual Chess 64* from being a fairly lame attempt to bring chess to the N64. If you like chess – buy a chessboard!

MEMORY PAK | 64 MEGS | YES | 1-2

WAVE RACE 64

89%

PUBLISHER: Nintendo | DEVELOPER: In-House | REVIEWED: Issue 2

Technically superb, this game offers the player a realistic experience of racing on water. However, the one-player game is short-lived, so unless you like Time Trials, you'll grow tired of this one quickly.

BATTERY | 64 MEGS | NO | 1-2

WAYNE GRETZKY'S 3D HOCKEY

82%

PUBLISHER: Nintendo | DEVELOPER: Midway | REVIEWED: Issue 1

It's ice hockey, just like it has been on every console since the dawn of time. It's all there: the smooth movement, the pace, the punch-ups! A neat add-on is the chance to build your own team and take them into a championship. This original is still better than the sequel.

MEMORY PAK | 128 MEGS | YES | 1-4

WCW VS NWO

90%

PUBLISHER: THQ | DEVELOPER: ASMIK | REVIEWED: Issue 11

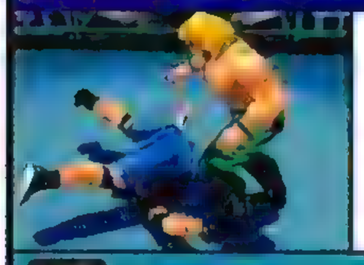
If you can get past the wrestling, you'll find this to be an excellent fighting game with loads of characters and moves. This game also boasts one of the best four player games on the N64.

MEMORY PAK | 96 MEGS | YES | 1-4

WCW vs. NWO: REVENGE

94%

PUBLISHER: THQ | DEVELOPER: Asmik | REVIEWED: Issue 21



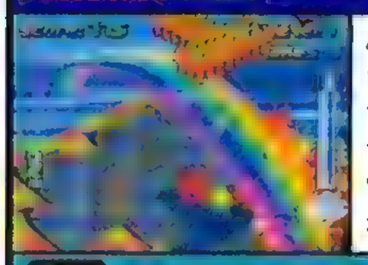
Unarguably the best fighting game on the N64. A wrestling fan's dream with unparalled amounts of characters, moves and game options. The multiplayer game is easily a match for the likes of *Goldeneye*. This game improves considerably on its predecessor *World Tour* and Acclaim's *WWF Warzone*.

BATTERY | 128 MEGS | YES | 1-4

WETRIX

90%

PUBLISHER: Ocean | DEVELOPER: Zed Two | REVIEWED: Issue 15



A breath of fresh air has hit the N64, and that fresh air is *Wetrix*, a totally original and completely addictive puzzle game. Your objective is simple: score points by evaporating water – just don't let the water fall off your landscape or you'll lose! A superb two player mode is the icing on the lake.

MEMORY PAK | 128 MEGS | NO | 1-2

WORLD CUP '98

90%

PUBLISHER: EA | DEVELOPER: In-House | REVIEWED: Issue 16

Yet another footie game from those boys at Electronic Arts. But wait, before you start screaming 'it's just like *FIFA*!', listen to this: the gameplay has been tweaked and as a result, the game is MUCH better! Still, if you've got *FIFA: RTWC '98*, it still might not be worth it...

MEMORY PAK | 128 MEGS | NO | 1-2

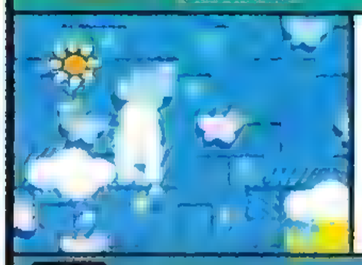
WWF WARZONE

87%

A superb wrestling game that offers loads of fun and longevity if you are playing with your mates. It would even be worth shelling out for the create-a-player mode alone. Essential for grap fans.

YOSHI'S STORY

84%



We were disappointed with this one – we were all expecting *Mario World* for the N64 but it turned out to be something of a limited 2D platformer. Too easy and too short-lived for mature gamers.

... AND THE REST

64 OOZUMO	OCEAN	SUNSOFT	SLAP-HAPPY SUMO ACTION. NOT FUN AT ALL.	OUT NOW	39	ISSUE 12
AERO GAUGE	ASCII	LOCOMOTIVE	LOSER'S VERSION OF *WIPEOUT 64*.	OUT NOW	58	ISSUE 14
AEROFIGHTERS ASSAULT	VIDEO SYSTEMS	PARADIGM	NOT *PILOTWINGS* WITH WEAPONS. VERY POOR.	OUT NOW	42	ISSUE 11
ART OF FIGHTING TWIN	CULTURE BRAIN	IN-HOUSE	SOLID BEAT-'EM-UP THAT IS ONLY AVAILABLE ON IMPORT.	OUT NOW	89	ISSUE 14
AUTOMOBILI LAMBORGHINI	NINTENDO	TITUS	SUB-STANDARD RACER, HARDLY *GRAN TURISMO*.	OUT NOW	72	ISSUE 11
CHAMELEON TWIST	OCEAN	SUNSOFT	ORIGINAL IDEAS LET DOWN BY BAD IMPLEMENTATION.	OUT NOW	51	ISSUE 11
CRUIS'N USA	NINTENDO	MIDWAY	GOOD, IF YOU ARE INTO *OUTRUN*, CIRCA 1989.	OUT NOW	59	ISSUE 1
DORAEMON	NINTENDO	EPOCH	QUIRKY PLATFORMER THAT FALLS FAR SHORT OF *MARIO*.	OUT NOW	69	ISSUE 3
DUEL HEROES	HUDSON	IN-HOUSE	*DUEL HEROES* IS DIRE, PLAIN AND SIMPLE.	OUT NOW	52	ISSUE 14
DYNAMITE SOCCER	IMAGINEER	IN-HOUSE	YOU'D BE GUTTED IF THIS ONE FELL OUT OF A CRACKER.	OUT NOW	25	ISSUE 9
FAMISTAR 64	NAMCO	IN-HOUSE	DECENT JAPANESE SUPER-DEFORMED BASEBALL ACTION.	OUT NOW	78	ISSUE 11
FIFA 64	EA	IN-HOUSE	SUPERCEEDED BY ITS FOLLOW-UP, WHICH IS...	OUT NOW	58	ISSUE 3
FIRE ELECTRIC PEN	HUDSON	IN-HOUSE	FOR THE LOVE OF GOD, JUST DON'T GO THERE...	OUT NOW	30	ISSUE 16
G.A.S.P.	KONAMI	IN-HOUSE	DISAPPOINTING BEAT-'EM-UP. NOT *THE HOLY GRAIL*.	OUT NOW	62	ISSUE 16
HEXEN 64	iD/GTI	S.CREATIONS	DISAPPOINTING, UNORIGINAL, AND FRANKLY BLAND.	OUT NOW	63	ISSUE 6
HUMAN GRAND PRIX	HUMAN ENT.	IN-HOUSE	NOT AS GOOD AS *F1 POLE POSITION*.	OUT NOW	72	ISSUE 3
J-LEAGUE STRIKER	KONAMI	IN-HOUSE	GREAT IMPORT FOOTIE GAME, BUT BUY *ISS '98* INSTEAD.	OUT NOW	93	ISSUE 1
JEOPARDY	TAKE TWO	GAMETEK	DULL TV SHOW TRANSFERRED TO THE 64.	OUT NOW	21	ISSUE 17
JIKKYOU WORLD SOCCER 3	KONAMI	IN-HOUSE	BASICALLY A JAP VERSION OF *ISS*. GREAT, BUT GO FOR *ISS*.	OUT NOW	97	ISSUE 9
KING OF PRO BASEBALL	NINTENDO	IMAGINEER	ENTERTAINING AND SIMPLE IMPORT BASEBALL FUN.	OUT NOW	82	ISSUE 2
MK TRILOGY	ACCLAIM	PROBE	FINE, BUT *MK4* IS HERE NOW...	OUT NOW	67	ISSUE 1
MK MYTHOLOGIES	GTI	MIDWAY	BUY IT, IT'S GREAT... IF YOU'RE COMPLETELY INSANE.	OUT NOW	31	ISSUE 12
NBA HANGTIME	MIDWAY	MIDWAY	HAS BEEN GREATLY OVERSHADOWED BY *NBA COURTSIDE*.	OUT NOW	51	ISSUE 8
POWER LEAGUE 64	HUDSON	IN-HOUSE	FUN AND PLAYABLE BASEBALL GAME.	OUT NOW	80	ISSUE 16
PUYO PUYO SUN 64	COMPILE	COMPILE	COOL JAPANESE PUZZLER, BUT TRY *TSUNAMI* INSTEAD.	OUT NOW	71	ISSUE12
RAMPAGE WORLD TOUR	MIDWAY	SAPPHIRE	EIGHTIES BUILDING DESTROYING BOREATHON. AVOID.	OUT NOW	32	ISSUE 17
ROBOTRON 64	GTI	MIDWAY	ISN'T RETRO GREAT? ER... NO. NOT IN THE SLIGHTEST.	OUT NOW	54	ISSUE 15
SAN FRANCISCO RUSH	GTI	MIDWAY	COME ON, EVEN *CRUIS'N USA* IS BETTER THAN THIS!	OUT NOW	57	ISSUE 11
ST ANDREWS GOLF	SETA	SETA	MORE BORING THAN WATCHING GOLF ON TELLY...	OUT NOW	42	ISSUE 1
TAMAGOTCHI WORLD	NINTENDO	BANDAI	BUY A TAMAGOTCHI AND SAVE OVER £40.	OUT NOW	72	ISSUE 15
TOUKON ROAD	HUDSON	IN-HOUSE	ABSOLUTELY TERRIBLE IMPORT WRESTLING GAME.	OUT NOW	25	ISSUE 16
US MASTERS	T&C SOFT	IN-HOUSE	AVERAGE BEAT-'EM-UP OVERSHADOWED BY *MK4*.	OUT NOW	28	ISSUE 16
WAR GODS	GTI	MIDWAY	YES, ITS ANOTHER DISAPPOINTING N64 BEAT'-EM-UP.	OUT NOW	69	ISSUE 10
WAYNE GRETZKY'S 3D HOCKEY '98	MIDWAY	IN-HOUSE	DISAPPOINTING. GO FOR THE '97 ORIGINAL INSTEAD.	OUT NOW	73	ISSUE 13
WILD CHOPPERS	SETA	IN-HOUSE	DIRE *DESERT STRIKE* RIP-OFF.	OUT NOW	72	ISSUE 12
WONDER PROJECT J2	NINTENDO	ENIX	COULD BE GOOD IF WE KNEW WHAT WAS HAPPENING!	OUT NOW	69	ISSUE 5

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GEX 64 PART 2

TOTAL 64 presents "The Good Gex Guide", Part Two. No more wandering around aimlessly, losing yourself in the world of Gex. Help is here with this complete walkthrough for every level in the latest platformer for the N64. Every Remote found and collected, every secret world busted and every bad guy killed.

CIRCUIT CENTRAL: HONEY I SHRUNK THE GECKO

Black and yellow tiles can be suckered onto in order to cross rooms using the ceiling. The inactive walker droids aren't actually dead, they're just sleeping and will wake up to attack you at the most inconvenient of times. If you're in the dark tunnels and pursued by purple balls, as they draw near just slow down and jump on the spot to allow them to pass underneath you.

1) CHARGE TO THE TOP

You're going the right way if you cross a wide room on its ceiling. You'll come to another dark tunnel, but this time the path is much more convoluted. This one will take several attempts; the key thing to remember is that the track circles right underneath itself. Pan the camera regularly to place it behind you or use automatic view, or you're bound to slip off. A vertical shaft has power-jumps in each wall. Power up at the base, then take each jump in turn, first time. At the top is a Red Remote.

2) FIND THE I/O TOWER

In the centre of this tall room is a tall green column of data. You need to get to the top, but you can't just climb it. Instead, use the two purple platforms to reach a higher level, then hit a series of rotating magnet bases to send your mobile platform careering across the chamber. The third magnetic pole is right by a Remote.

3) CHARGE THE A.C.T. STEPS

Another room that requires you to jump across from one green platform to another before you lose your 'powered up' green shield. As usual, the Remote is hidden up at the top.

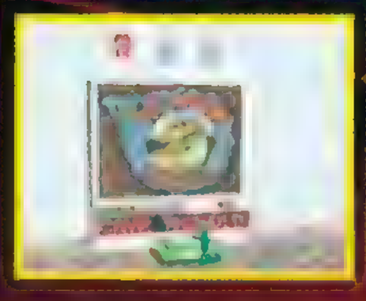
HIDDEN SILVER REMOTE

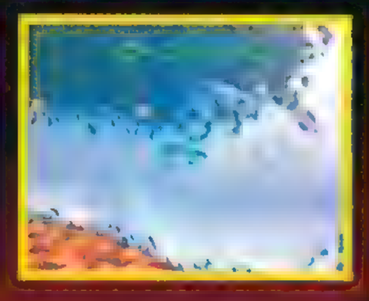
Before the dark tunnel filled with twisting platforms and purple balls is a horseshoe-shaped tunnel with two robot walkers. Power yourself up, then run around the corner and leap up, turning back on yourself to sucker to a yellow tiled wall. Follow this up over the ceiling to find the Silver Remote.

HIDDEN GOODIES

In the dark tunnel area where you leap up over oncoming purple balls, turn at the far end and come back along another path to get a hit paw. Use the ceiling tiles to uncover several hidden power-ups.

PREHISTORY CHANNEL: THIS OLD CAVE





If it looks like snow on the walls, it means you can cling to them. When you meet one of Gex's prehistoric ancestors, be wary of his spiky tail. Even when he's knocked down for the count, his spiny tail will spring up to stab you – tailwhip it to finish it off.

1) WATCH FOR THE FALLING LAVA

From the second flower, jump left across the lava and prepare to get your suckers sticky. Be very careful along the walls as lava will well up above you and drop on your head, sometimes unseen – so be ready to dodge. Cross the spindly bridge to collect a Remote.

2) DODGE THE STEAM VENTS

After the second pair of flowers, jump up onto the rock over the arch to hit a checked checkpoint TV. Next, drop back down and continue through the archway. Ride the platforms lifted by steam vents and then go down the tunnel to get the Red Remote.

3) BOUNCE UP THE FLOWERS

The flowers are your friends, so when you come across one, just go over and bounce on it! Be careful to dodge the lava drops from the ceiling when you're suckered to the walls. When you see an arc of collectibles that seems to be just trailing off into darkness, it's actually a jump you can make – over on the far side there will be a landing point. This trail culminates in a stack of these big prehistoric flowers, which you should use to bounce onwards and upwards to a Red Remote.

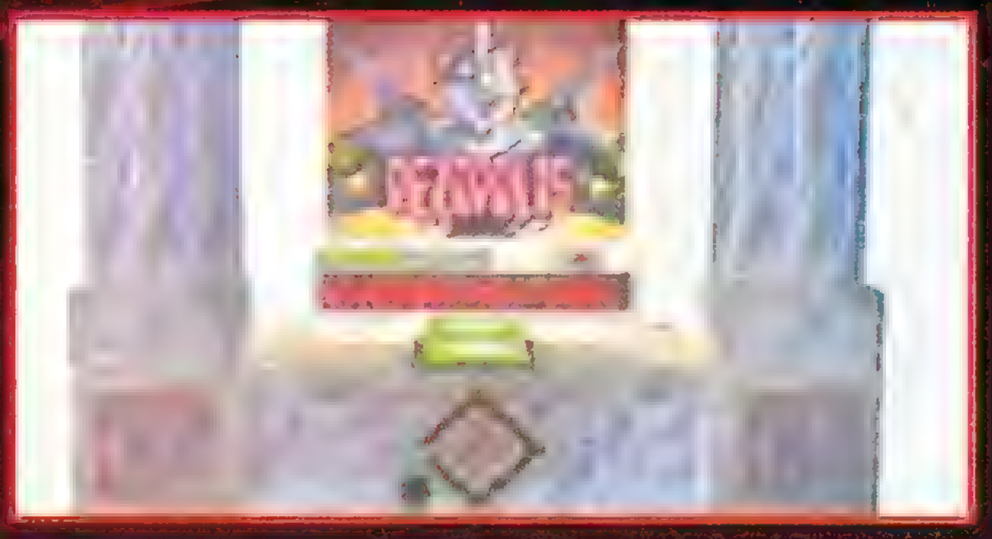
HIDDEN SILVER REMOTE

En route to the steam vents Remote, ascend the platforms on steam vents as before but pause up near the top of a chamber to circle the top (you'll be able to go along a line of normal platforms around its circumference) and collect the Silver Remote that's waiting for you there.

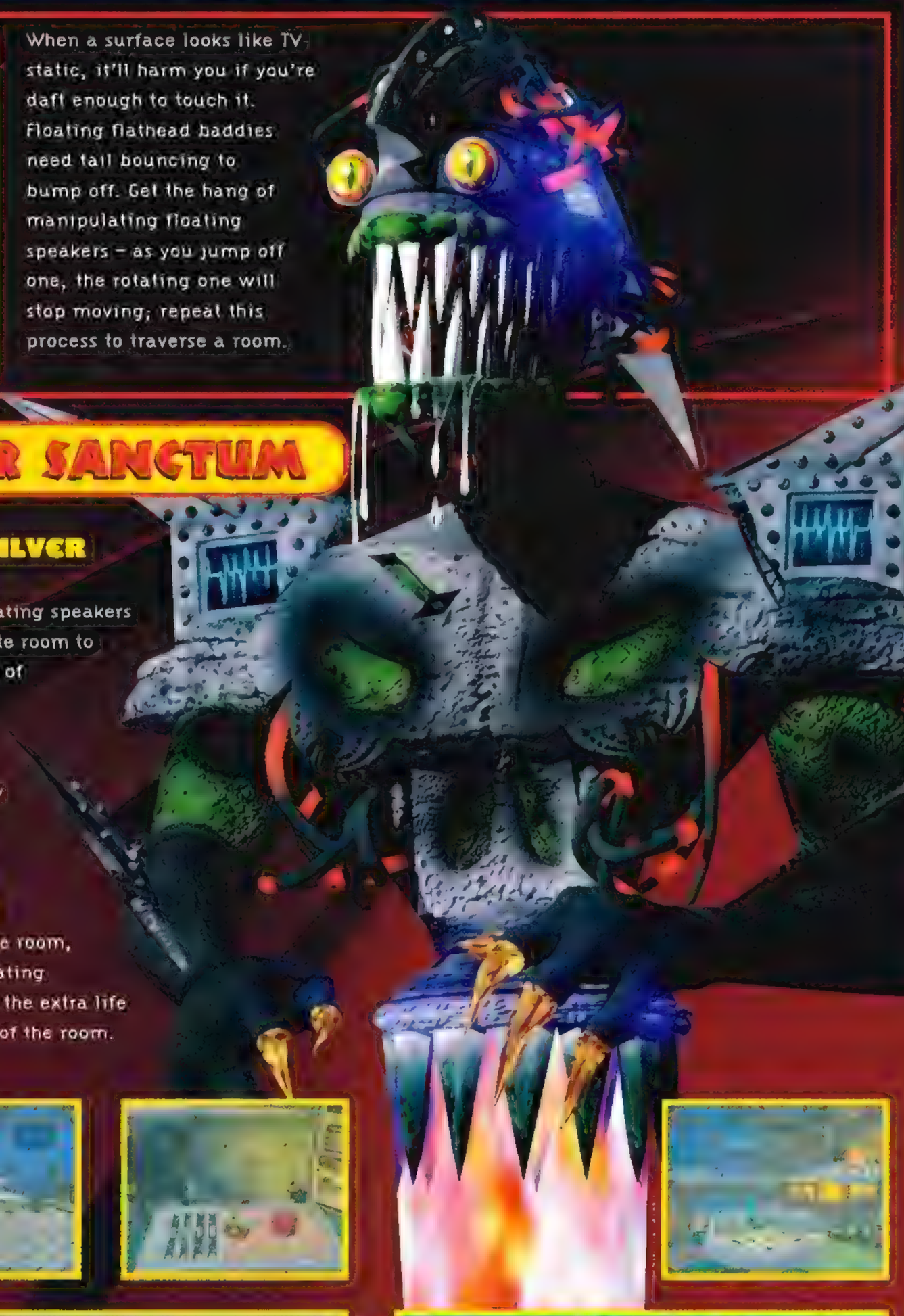
HIDDEN GOODIES

Bouncing up and away from the first trampoline flower, it is possible to land on the ledge to the right and then collect a Blue Ice Fly power-up. Go under the arch with the checkpoint up on the top until you reach the first of the steam vent platforms – behind you will be a Green Health Fly TV.

REZOPOLIS: NO WEDDINGS AND A FUNERAL



When a surface looks like TV static, it'll harm you if you're daft enough to touch it. Floating flathead baddies need tail bouncing to bump off. Get the hang of manipulating floating speakers – as you jump off one, the rotating one will stop moving; repeat this process to traverse a room.



PENETRATE REZ'S INNER SANCTUM

Use the floating speaker cones to get across the first sunken area. Once in the dance hall, look in the mirrored wall to see which lightbox to jump on – if it's green in the mirror, that's the one to jump on next. In the next room, jump on both buttons of the giant TV remote control to raise it near the higher level. From here, use the floating platforms to cross the room, then sucker up to the walls, pausing to allow the wind driven snow to clear. Next there's another light puzzle, similar to the last one. In the next room, turn the cog to raise the speaker to form a bridge across the static – use the same trick later. There's a checkpoint waiting for you just through the next exit hatch.

Cross the next static-filled chamber by walking around the raised portions of the submerged platforms as they come clear of the pool. When you've dismissed the next squeaky toy, you'll come across some broad conveyor belts which are very short – clear them by bounding across them towards the wall, making up for any lost ground. Before you even know it, you'll be in the inner chapel of Rez. Just stroll up to the Remote, as it's there for the taking.

HIDDEN SILVER REMOTE

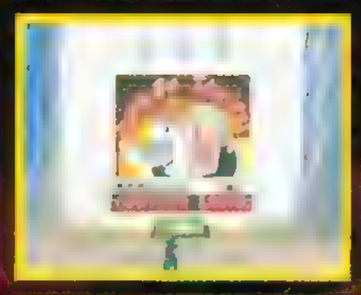
Use the two floating speakers in the TV Remote room to get to the right of the room, where the Silver Remote is stashed away in an alcove.

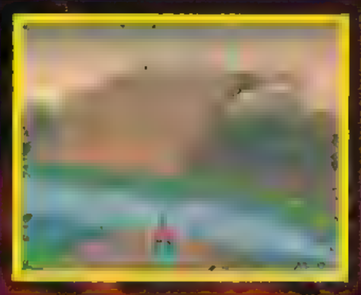
HIDDEN GOODIES

In the TV remote room, use the two floating speakers to get the extra life on the far side of the room.

KUNG-FU THEATRE: SAMURAI NIGHT FEVER

This world unfolds mission by mission. Try to do everything that you can in pursuit of each Remote, as you may be glad that you did later on. The huge jumps need a good run up and a last minute stab of the jump button. On the swinging platforms, remember that jumping early avoids disappointment.





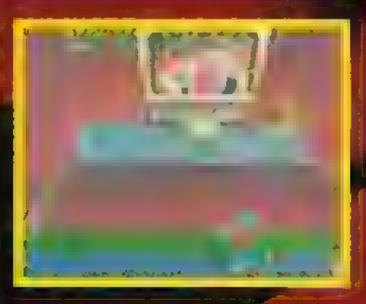
1) NAVIGATE THE GREAT SPINNER

Turn around and head over the bridge; you'll need to run under the raised end of a giant styling brush. Left around the corner from the 'subtitles sold here' sign are some golden wall tiles to stick to. At the top, go left to hit a gong that opens the doors you just passed. On the other side is a hell of a jump for which you will need a run up – and this technique is the same for the ensuing jumps. Just after this is a spinning four armed contraption – scale it by use of the see-saw to one side, which brings you to the top and the Red Remote. Before you get it, hit that first gong to open a door which will be much needed early on in another mission.

2) RIDE THE SWINGING PLATFORMS

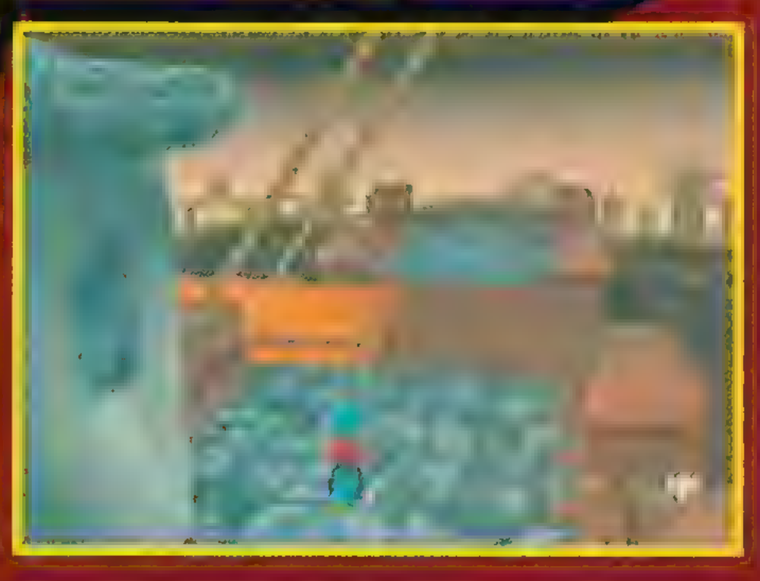
Go behind the building in front of you and then down the golden tiles to find a gong, which opens the doors to the right of the house. Through here, you need to head across the raising green platforms, then onto the rotating paddles. You need to be on the correct arm of the paddle if you want to make the penultimate jump, otherwise the timing just won't work. Once over the arch, dodge across the enormous axes and then over a swinging platform. Jump onto it, as it is only just over halfway through its arc towards you; this should see you landing squarely in its centre.

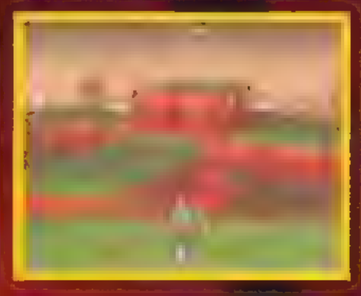
On the next roof, you'll need to repeat this trick to the right. When you combat the second robo-samurai, hit the gong to lower a trap door – and reveal the swinging platform's Red Remote. Before you grab it, hit the gong in here, which will open a door back on the first platform that you need to open for one of the other Remotes.



3) CLIMB THE TOWERING TEMPLE

Having completed the first two Remotes, if you hit the last gongs, the door to your right should be open. If not, there's one job for you straight away. With that done, dodge the axes and time your swinging platform jumps very carefully indeed. In the temple itself, your flying kick comes in handy more often than you'd think, helping you to clear wide distances – especially the first leap and the one over to a moving platform over lava. Once on the roof, don't get caught out by the two flame heads or the red ninja that's guarding the TV – if you only have one hit paw left, he could rob you of victory!





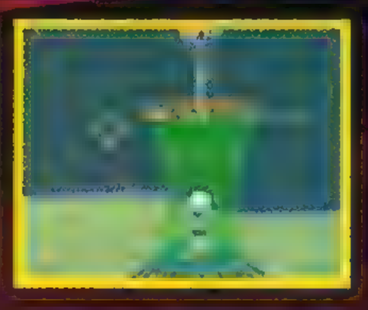
HIDDEN SILVER REMOTE

Take the route to the great spinner, but stop off by the pagoda that has the Purple Life Fly TV on top. Over in the far corner, diagonally across from the gong, with the pagoda on your right, jump up on the wall and peek downwards over the edge. Below you, to your right, you should see some golden tiles. Walk off the wall and push towards these tiles as you fall. You can now sucker around into an alcove which contains the Silver Remote and then use the teleport to get back up to the pagoda level.

HIDDEN GOODIES

Smash open the door just under the 'subtitles sold here' sign to gain some collectibles. Just after this, there's a gong – hit it, then peg it over to the raised grey block and tail bounce up onto the pagoda for an extra life. Just after the first power long jump, try a tailwhip on the different coloured patch by the flag to open the floor for some hidden collectibles.

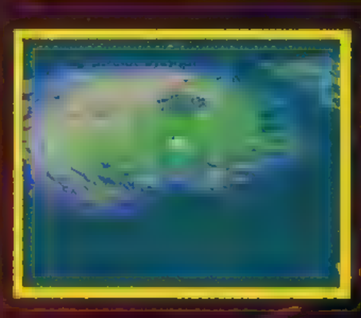
ROCKET CHANNEL: PAIN IN THE ASTEROIDS



This world offers you yet another way to collect air pockets, which is to tailwhip the manta rays, as they'll leave an air bubble behind after impact. The menacing Artoo droids cannot shoot you when you're inside an air booth. Speaking of air, it pays to listen – the sound of Gex's breathing in his respirator is a guide to his remaining oxygen. The on-screen bar is divided into three sections and each one has a higher pitch, the less breathing time he has left.

1) FIND THE ARCHED ASTEROID

From the first air booth, hit the switch to build a bridge, then climb up on the floating islands. Jump the gap across the halved bridge and hop between the purple platforms before they fall from underneath you. Fill up with air, then follow the walkway around to the far side and descend in the lift. Now hit the switch on the lowest island for a bridge – you can jump over the flame jets. The three moving bridges can be taken at any time. Hitting another switch moves your earlier bridge around to span the gap between platforms – at the top is the arched asteroid.



Go over to the plate metal on the right and sucker your way under the rock, to jump onto a transport satellite. At its destination, jump quickly from platform to platform until you reach another satellite, which will take you to the Red Remote.

2) RIDE THE WARP TUBE

Follow the above route until you reach the descending lift but instead of using it, sucker to the tower and go upwards. Jump on the central block which is a lift and at the top, take the left satellite. The rest of the route is straightforward but demanding. You need to make a lot of precision jumps on the rotating and sliding platforms. Don't lose your cool – a level head and a steady hand should see you through to the end.

3) DESTROY FIVE CRYSTAL POWER CELLS

The power cells look like miniature purple pyramids on tripods. Here's where they all are:

1: Up on the platform that's to the right of the one which you alight after the elevator has descended (use the satellite that's beside the cell to come back up).

2: Over to the right of the descending lift, perched on a small balcony on the outer skin of the tower.

3 & 4: Head up through the purple membrane to the secret area that's at the top of the first tower.

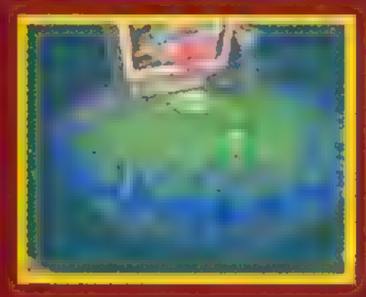
5: Come back through the membrane and take a satellite to the right. Above the next air booth is another cell. The arm on this route now straightens out. Take it and jump swiftly across the purple platforms to reach the last Red Remote in this world.

HIDDEN SILVER REMOTE

After the sequence of purple platforms that fall away underneath you, climb the tower and then jump through a purple membrane over a tunnel, behind a lightsabre-wielding grey alien. You'll find the Silver Remote on the surface here.

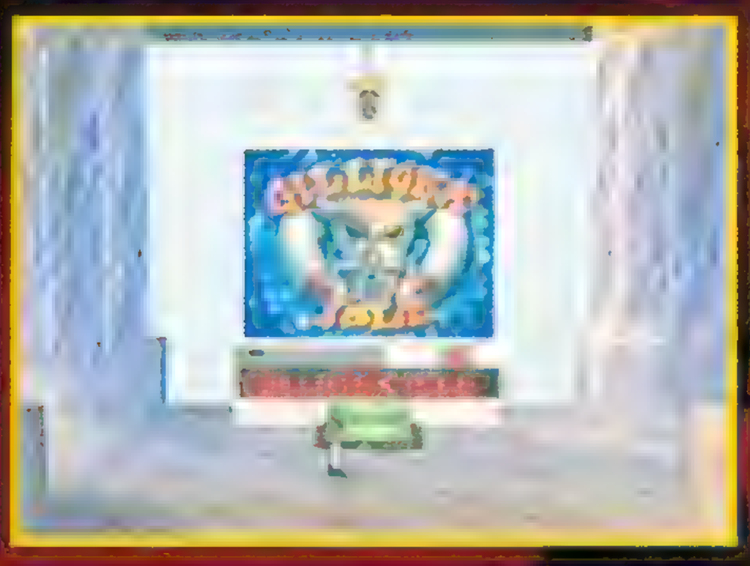
HIDDEN GOODIES

On the first island, hit the switch to form the bridge, then hit it again and get onto the first section. This will carry you down to an ice bug TV. Just hit the switch down here to reform the bridge. Before the halving bridge is a Green Health Fly.



BOSS TV'S

GILLIGEX ISLE



From the far side of a boiling pan, they'll hurl three orbs at a time at your fetching safari suit. You have to avoid the red orbs and tailwhip the blue ones to attack the brothers. When the red orbs impact, they start a wall of fire from either side, which you need

to leap over. To hit a brother in the middle, stand in the middle of your side, to hit the one on the left, stand to the right side and if he's on the right, yep, stand to the left. You need to stand in the correct space to return their shots across the circle

and make contact with the brothers. Successfully completing this level will give you your first Gold Remote and open the silver gates, through which are four TVs (three of which are selectable) and two more doors.

MOOSHOO PORK

At the far end of the room is a switch that Mooshoo guards. When he throws it, lines of electricity span the walkways, moving towards either end. This is bad, as it means you can't stand on the central machine. For the first few passes, stand on the grates to either side – later on, these disappear to reveal acid pits and you'll have to jump the electricity. When Mooshoo leaves the switch to chase you, get around there and tailwhip it to electrocute him. If he seems reluctant to move,

bait him by moving closer, then running away as he lumbers after you. Mooshoo shouldn't prove too much of a test once you've grasped the principle.

Defeating the half pig/half cow man that is Mooshoo grants you access to beyond the red gates

GEXZILLA VS. MECHAREZ

It's tailwhip-tastic! Hit him hard, make him mean. As you rain hits on Mecharez, always keep circling around him to avoid being electrified by his defences. Mecharez will take flight and pitch in atop the city skyscrapers. From here, he will attack you with his sonic rings. Don't waste any time – run up to the offending block and quickly bring it down with your tail, sending Mecharez crashing to the floor. As he takes off, with red jets alight, you can still reach him to land an extra hit if you move quickly enough. As his damage increases, Mecharez gets crosser and more aggressive. His attacks will become quicker and more deadly. Stay up close to him – if you allow him too much distance, he will either zap you with his laser or charge you head on. Keep behind him you, so that as he tries to unleash his sonic attack, he has to turn to hit you. This will give you enough warning to get out of the way. Destroy other buildings to reveal green health bugs – which you will need!

CHANNEL Z

DEFEAT REZ IN THE FINAL BATTLE

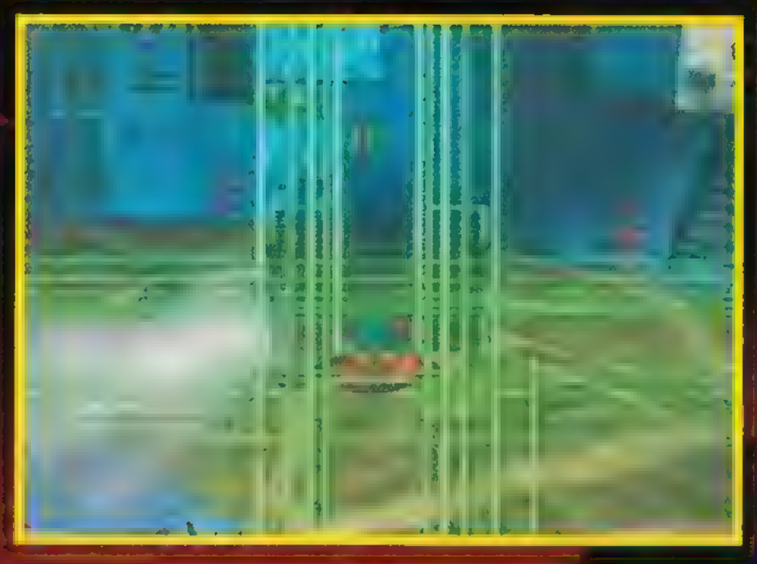
Ride the platform to the top of the first tower, tailwhip the Green Health Fly TV – BUT JUST DON'T SWALLOW THE BUG! – and jump into the green cone of light to be materialised in Rez's home turf; time to kick some shiny, spiky mechanoid butt! Well, you could if he had one, anyway.

The green bug will come in through the teleport with you, so that when you take your first hit, the bug will absorb any damage. Rez will now fly head-on towards you, so jump out of his way and jump again to tailwhip him before he can get his bearings again; he'll be stunned by banging his head against the wall. As a result of your hit, he will then be sent spinning into the central column of electricity.

When he comes after you again, it will be with a salvo of missiles. Keep on the move, zigzagging from left to right. If a missile looks like it's too close for comfort, jump to get out of the way. If you hit Rez like this three times, he will then expand to nearly fill his chamber. Keep running around the perimeter of the chamber to avoid his palms slamming down.

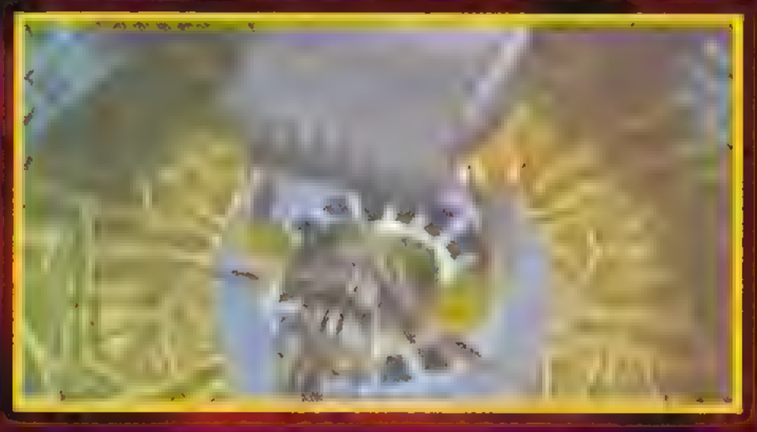
When his arm sweeps around the room, you need to jump over it. When the direction of the sweep is counter to the way you're moving, keep running, when it is the same, pause and jump to allow his arm to sweep underneath you. When he unleashes his laser goggles, simply jumping whilst running should be enough to avoid damage.

The best way to attack Rez is to spot the green column of light and quickly place yourself on it in a provocative manner. Your sheer outlandish reptilian cheek will thus enrage Rez into slamming the post with the palm of his hand, thus causing



a great big widescreen TV to drop on his head. Make sure that you've hopped off your perch BEFORE his fist slams into it, or the results could be messy..

You need to do this a total of three times before Rez is banished to the land of televisual oblivion that you could call El Dorado. Before he is banished, though, Rez has a rather startling revelation to reveal to young Gex..



BONUS LEVELS

AZTEC 2 STEP

This is your reward for collecting six of the Red Remotes. Dressed up as Indiana Jones, you'll be given a set number of items to collect in a certain time limit. The first room is straightforward enough, but jumping on a raised block marked with concentric rings will open a passage to a second room. More switches in here open alcoves in the wall where the other objects are hidden. Succeed and you'll receive an extra life and the opportunity to find a Golden Remote.

THURSDAY THE 12TH

The objective is to collect 50 skulls in three minutes. The secret is to get every skull ON THE WAY UP. To do this, you need to plan your route very carefully. Here's a list of the ascending doorways, but don't miss out on any skulls on the way up:

Ground floor – one door in from left
First floor – far right
Second floor – far right
Third floor – far left
Fourth floor – up stairs
Fifth floor – middle of three on right
Sixth floor – double doors on right
Seventh floor – left to emerge right, then the middle door
Eighth floor – to the right of entrance
Ninth floor – left door

There are also odd power-ups hidden behind some doors. Now once you've collected all the skull's and received an extra life, you'll need to find the Remote. It's behind one of the top row of doors – which is handy, as that's where you are now, right? Good!

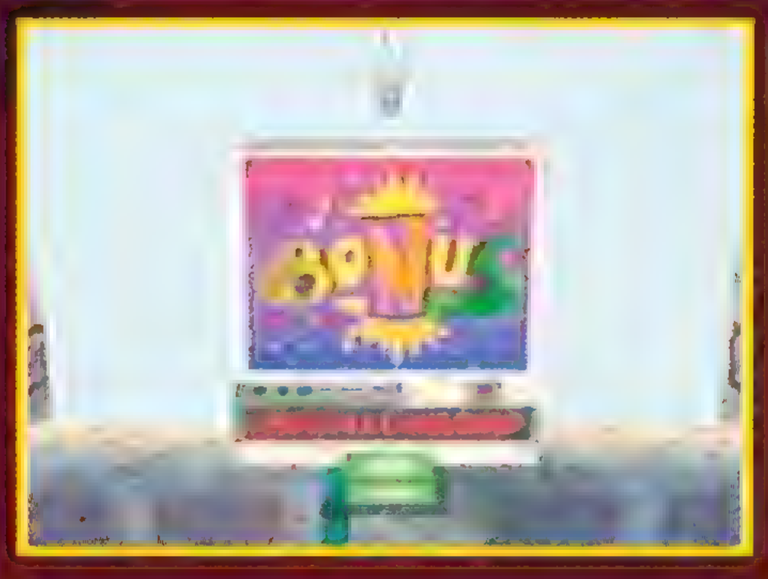
IN DRAG NET

Here you have to find 50 police badges in three minutes. Time to get systematic! Clear the ground first – not forgetting the badge on the ledge above the grit box – then jump up onto the raising fire escape in front and to the left of where you arrived. From the top level, catch a death slide – I suggest using the one that crosses the street – but either way, you'll have to come back to do the other one. Go down through these levels and jump across to two balconies. Now come around the subway track at the end and descend through the fire exits here. Take the death slide from the top of the first balcony again to clear up. The train that you'll need to catch is back up here, too.

THE SPY WHO LOVED HIMSELF

You have to collect 35 briefcases here in three minutes. To start off, tailwhip the two computer banks on either side of you for four hidden briefcases, before traversing all of the conveyor belts that raise you up through the level. When you run out of conveyor belts, cling to the wall, being careful to avoid all the passing lasers as you do. The direction will turn into the screen as you clear the lip of a tunnel and here you need to stay on a narrow, lengthy conveyor belt. Sharks are patrolling here, which you'd be best off avoiding! You should have collected enough briefcases by the time you start across to the other side to collect the Remote. This is located over on the far side of this chamber, so you will have to cross over the remaining platforms.

LIZARD IN A CHINA SHOP



You have to find 31 Chinese take-away cartons in three minutes. There's never enough take-away to go around, so don't miss any collectibles – when you're on this level, there's no going back!

Use the early powerjump to clear the narrow roof over the river and the far bank, before hopping on a passing junk. Be careful not to fall in the water. Jump off left after the tunnel and get up onto the pagoda roof.

The best technique for clearing the spinning plates is to jump off again as soon as you land, so that you don't get turned around. A deathslide and two floating platforms will lead you back to another junk. You need to jump clear of this one before it sinks. The floating platforms bob alarmingly but you won't be drowned here. The deathslide will take you to another two spinning plates and then to the final powerjump home – take this one at a run to clear the gap to get to the Gold Remote.

BUGGED OUT

Your task will be to collect 70 radiation symbols in two minutes. You won't see any just lying about, you have to create them by tailwhipping bugs.

First, jump on the cog in the central area several times – this releases some spiders from the TVs in the walls. Get a good lot out into the room and then jump up to the rear area and start Gex a-tailwhippin'! If you've released enough spiders, you should be able to hit an enemy with nearly every spin and each one releases multiple collectibles. A good tactic here is to ambush them as they scurry back to the two TVs in the rear corners, once you've jumped off the cog island. Just wait over by one screen and then pick them all off as they return.

The Gold Remote will appear on the cog island.

CHIPS AND DIPS

Collect 50 batteries in three minutes. There are plenty of batteries to spare but time is tight. It's easier to collect the two batteries on the powerjumps when you're not powered up and can just run up to them. The same holds true in the upper chamber, filled with four jump squares.

When you've cleared the floor, run out to the corridor, get some juice and sucker onto the walls at the top of a jump in the chamber. There's a host of batteries on the walls. You'll find two entrances above one another – go into the lower one, clear the floor, then get back on the wall and head up to the second. Drop carefully onto the ledge and hop over to the balcony and use the powerjump at the far end.

When you find yourself at the top of a tall room, drop down, one ledge at a time to collect more batteries. Down at the bottom there are two green spheres which will enable you to climb up the tower. The next shaft needs precision powerjumping, with no room for error! At the top of these jumps, activate the platform, then sprint around the ledge to get the Gold Remote with little time to spare.

There you have it. Undoubtedly, from now on, you are going to enjoy the greatest *Gex* you have ever had in your life, and it will be largely down to the greatest *Gex* guide ever published!

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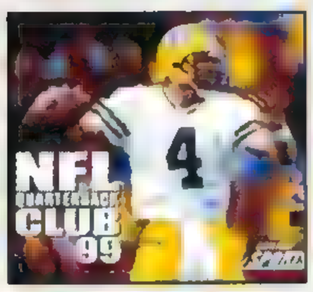

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FRESH BANANAS

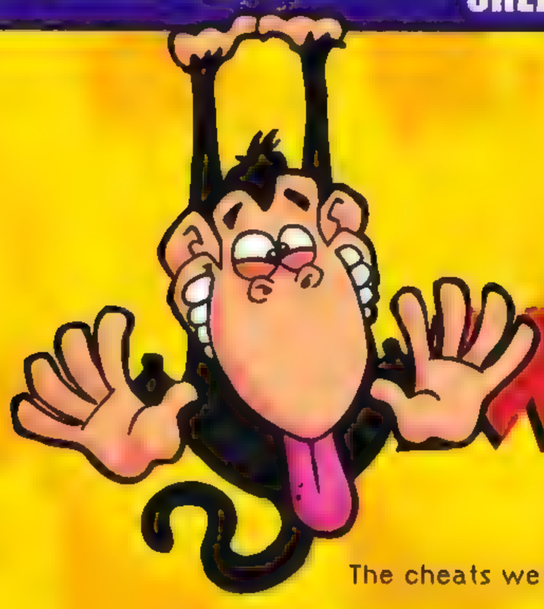
CHEATY MONKEY'S

Ooh ooh, aah ahh. I think I need to scratch my ahhh... I've got some cool new fresh bananas for *NHL '99*, *GT64* and some *Mission: Impossible* cheats that actually work! Ahh'll see you next month for some special post-Christmas bananas!

GT64

Go into the options menu, select "Backup Delete", then answer "yes". If this is repeated another twelve times (i.e. so you have then done it thirteen times in all), you will have access to the mirrored tracks. These will disappear after you have turned your console off.

It would be better to do this when the championship is on a 24-lap setting, as this way the mirrored tracks are remembered.



MISSION IMPOSSIBLE

The cheats we were given for *Mission: Impossible* in a previous issue were for the NTSC version. After much harassment, Infogrames have at last given us all of the cheats for the PAL version!

These cheats need to inputted on the level select screen. If you are experiencing problems, turn your in-game music off, go back to the level select screen and try again. If you have done it correctly, you should hear him saying "that's better".

Add gun: .....R,L, C-down, C-up, C-down
Add silencer gun: .....C-up, L, C-right, C-left, C-down
Add Uzi: .....C-right, C-left, C-right, C-down, C-down
Rocket launcher: .....C-up, L, C-left, C-right, C-down
Unlimited ammo: .....C-up, Z, C-left, Z, C-left
Unlimited health: .....R, Z, C-down, R, R
Big arms mode: .....C-down, R, C-right, C-up, L
Big feet mode: .....C-down, R, Z, C-right, Z
Very big head (Frank): .....C-down, L, C-up, C-right, Z
Silly mode (Longy): ..... C-down, C-down, Z, C-up, L
Small dwarf (Wiz):.....C-down, Z, R, R, C-up
Big dwarf (Taylor): .....C-down, C-up, R, C-left, Z
Bennyhill (Evans): .....C- up, Z, C-up, Z, C-up
Big Head (Parkinson): .....C-down, R, C-up, R, C-left

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NFL BLITZ

HIDDEN PLAYERS

Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. The phrase "Lights out, baby" will be spoken to confirm correct code entry.

NAME	PIN	PLAYER
BETH	7761	
BILLZ	0526	
BRAIN	1111	Brain
BRIAN	0818	
DANIEL	0604	Dan Thompson
DBN	6969	
ED	3246	
FORDEN	1111	Dan Forden
GATSON	1111	
GENE	0310	
GENTIL	1111	Jim Gentile
GRINCH	2220	
GUIDO	6765	
JAPPLE	660	Jeff Johnson
JASON	3141	Jason Skiles
JENIFR	3333	Jennifer Hedrick
JIMK	5651	
JOHN	5158	
JOSH	4288	
LT	7777	
LUIS	3333	Luis Mangubat
MARKA	1112	
MIKE	3333	Mike Lynch
MITCH	4393	
MONTY	1836	
NICO	4440	
PAULA	0425	
PAULO	0517	
RAIDEN	3691	Raiden from MK
ROG	8148	
ROOT	6000	John Root
RYAN	1029	
SAL	0201	Sal Divita
SHINOK	8337	Shinnok from MK
SHUN	0530	
SKULL	1111	Skull
THUG	1111	
TODD	1122	
TURMEL	0322	Mark Turmell
VAN	1234	
ZZ	1221	

CHEAT MODES

Press Turbo (default is Z), Jump (default is B), and Pass (default is A) to change the icons below the helmets on the versus screen. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad or Analog-stick in the indicated direction to enable the code. The name of the code and a sound will confirm correct code entry. Example, to enter 1-2-3 Left, press Turbo, Jump(2), Pass(3), Left.

EFFECT	CODE
Super field goals	1-2-3 Left
Allow stepping OB	2-1-1 Left
Power-up blockers	3-1-2 Left
Fast passes	2-5-0 Left
Turn off stadium	5-0-0 Left
Late hits	0-1-0 Up
Huge head	0-4-0 Up
No first downs	2-1-0 Up
No interceptions	3-4-4 Up
No punting	1-5-1 Up
Infinite turbo	5-1-4 Up
Super blitzing	0-4-5 Up
Power-up teammates	2-3-3 Up
Power-up defense	4-2-1 Up
Fog on	0-3-0 Down
Thick fog on	0-4-1 Down
Show field goal %	0-0-1 Down
No random fumbles	4-2-3 Down
Hide receiver name	1-0-2 Right
Big football	0-5-0 Right
Team tiny players	3-1-0 Right
Team big players	1-4-1 Right
Team big heads	2-0-3 Right
Big head	2-0-0 Right

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NINTENDO 64

No play selection(1)	1-1-5 Left
Show more field(1)	0-2-1 Right
No CPU assistance(1)	0-1-2 Down
Power-up speed(1)	4-0-4 Left
Tournament mode(2)	1-1-1 Down
Smart CPU opponent(3)	3-1-4 Down
No head	3-2-1 Left
Weather: clear	2-1-2 Left
Weather: snow	5-2-5 Down
Weather: rain	5-5-5 Right
Power-up offense	3-1-2 Up
Invisible receiver highlight	3-3-3 Left
Headless team	1-2-3 Right
Night game	2-2-2 Right
Fast turbo running	0-3-2 Left
Invisible	4-3-3 Up
Hyper blitz	5-5-5 Up

1. Two player agreement required.
2. Only in two player game.
3. Only in one player game.

ON-SIDE KICK:

Hold Turbo + Jump + Pass + Up after scoring.

EXTRA BLOCKER:

Hold Turbo + Jump + Pass while hiking the ball.

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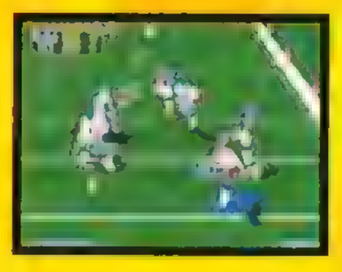

NHL '99

BIG PLAYERS:

Enter BIGBIG as a code.

BIG HEAD MODE:

Enter BRAINY as a code.

VIEW ENDING SEQUENCE:

Enter VICTORY as a code.

FASTER GAME PLAY AND CLOCK:

Enter FAST as a code.

ALTERNATE GOAL SOUNDS:

Press Z when the instant replay begins after scoring a goal. Keep on pressing Z to hear various sounds and hold Z to play the current sound.

TURBO MODE:

Enter SPEEDY as a code.

EA BLADES AND EA STORM TEAMS:

Enter FREEEA as a code.

F-ZERO X

X-CUP CHEAT

To enable every standard of player to "complete" *F-Zero X*, type in the code: L, Z, R, Top-C, Bottom-C, Left-C, Right-C, Start.

DATEL CODES

DATEL GAME PRODUCTS

Ever wanted to get more out of your games or just feel the need to cheat to get all of those hidden secrets? If the answer is yes, then the Datel Action Replay Cartridge could be for you.

[redacted]

Version 1
Always Must Be On
De000400 0000

50 Balloons
8020807d 0032

Activate All Cheats In List
810dfe2e ffff

Version 2
Always Must Be On
De000400 0000

Have 50 Balloons
8020886d 0032

Have All Cheats
810e03ae ffff

[redacted]

Infinite Bikes
8004020c 0063

Infinite Shield
D014e710 0001
8014e710 0010

Infinite Hull
D014e712 0001
8014e712 0011

Infinite Powerpods
8814e740 0004

Primary Weapons
Transpulse
8814e765 0001

Trojax
8814e767 0001

Beamlaser
8814e768 0001

Secondary Weapons
Infinite Mug
8814e76d 0063

Infinite Solaris
8814e76e 0063

Infinite Scatter
8814e770 0063

Infinite Titan
8814e771 0063

Infinite Gravcon
8814e772 0063

Infinite Mfrl
8814e773 0063

Infinite Purge
8814e774 0063

Infinite Pine
8814e776 0063

Infinite Quantum
8814e777 0063

Infinite Spare0
8814e778 0063

Infinite Spare1
8814e779 0063

[redacted]

Always Empty Drain
801bf991 0000
811bf992 0000
811bf994 0000

Bezerk Mode
801bf9af 00ff

Stop Level Timer
801bf9b2 00ff
8015d2ea 0010

[redacted]

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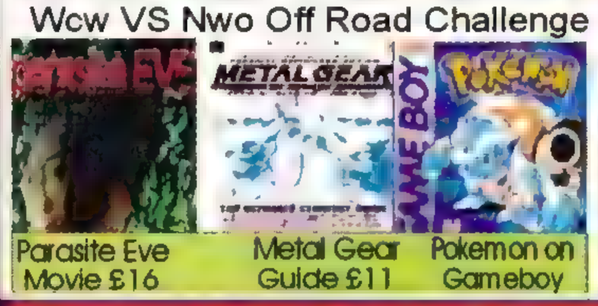

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THE FIRI

Welcome one and all to the hallowed pages that are your forum. These are your pages, to bring to light your opinion on all things Nintendo...

GAMESTER LMP

Thanks to those lovely people at Gamester LMP – makers of fine accessories for your N64 – we've got loads of joypads to give to you! Every month, the lucky readers who get their letters printed in the Firing Line will receive one of their LX4 joypads, pictured below. Not only that, the sender of the star letter will also receive a steering wheel worth £60! Now that's got to be worth writing in for!

So, get your thinking caps on and start inscribing your innermost thoughts now and you could be the proud owner of some new stuff!

You can write to us at:
The Firing Line,
Total 64 Magazine,
1 Roman Court,
48 New North Rd,
Exeter, Devon, EX4 4EP

Or email us at:
tfiring.line@rapide.co.uk

DEAR TOTAL 64

Dear Total 64,

As you have probably guessed from your many letters, your magazine is tops! I live in New Zealand and we hardly ever get any good magazines. If we do, they are always outdated by months. But I always grab yours. My favourite magazine is ... Total 64.

I was one of the first people in New Zealand to own an N64. I bought *Mario 64* with it! Later on I bought *Goldeneye* and I absolutely love it. My mates and I have frequent *Goldeneye* conventions where we get to shoot the living hell out of each other.

1) Since Dreamcast (which is a monster) is going to be released soon, and the PSX have their new machine, don't you think that Nintendo should alter the DD a bit or at least work on something else?
2) Will there be a *Blastcorps 2*?
3) Is *Mission: Impossible* a good buy?
4) Will there ever be an RPG game on the holy Nintendo that will rival *Final Fantasy VII*? Or at least the *FF* series? Or any other RPG game?

Till my next letter. Keep up the good work. I luv English mags! The humour is side-splitting!!

Jaaved Khatree

THE TRUTH

1) Not really, the Expansion Pak should be all the peripheral you need for the time being – check out Turok 2, *it is utterly staggering!*
2) No definite plans, although I would imagine that Rare have more than enough on their plate what with Twelve Tales, Jet Force Gemini *and* Perfect Dark *in the pipeline...*
3) Depends if you like pain. More of a 'goodbye' than a good buy...
4) Holy Magic Century *and* Ogre Battle 3 *are probably as close as you'll get.*

DEAR TOTAL 64

Dear Firing Line,

I would firstly like to say how much I agree with David Loebsacks letter, Issue 18. I admit (SHOCK HORROR!) that I do read another magazine, but yours is the best. Your review of *Mission: Impossible* has persuaded me to buy it, whereas the other mag is just full of useless sceenshots – it doesn't really tell you much information.

Lastly, a few questions.

1.) Should I get *Banjo-Kazooie*? I've bought *Mario* and I didn't really like it that much, so would I be making a mistake?

2. What do you know about the game *Jest*?
3. Are those *Pocket Monsters* games sad, or what?

Yours N64-ly
Andre Glenn

THE TRUTH

1. If you don't like puzzle platformers then the chances are that you won't like Banjo...
2. Not nearly enough...
3. Not really, apart from at the weekends when they tend to get a little lonely...

NG LINE

DEAR TOTAL 64

Dear TOTAL 64

I would first like to congratulate you on what is the finest N64 mag. Unique presentation, detailed reviews and honest opinions. Brilliant. Anyway, I'm going nuts trying to decide what I should spend my pocket money on, so I have a few questions.

1. I already have *Goldeneye* and have played it so much I even think that I am James Bond – so I need a new game which is similar but new. Should I get *Turok 2* or wait for *Perfect Dark*?
2. Should I buy *Banjo-Kazooie* or wait for the all mighty launch of *Zelda*, knowing that they will be similar games?
3. And finally, is it really worth buying a racing game like *GT Club 64* if you don't own a steering wheel?

Thanks.

C MacDonald

THE TRUTH

1. Get Turok II *then save like buggery for* Perfect Dark, *you know it makes sense.*
2. See above (but with slight leanings toward Zelda, *wait for our review).*
3. Most racing games are worth buying even if you don't own a steering wheel.

DEAR TOTAL 64

Dear TOTAL 64

I have a question about *Banjo-Kazooie*. Recently I completed the game with100 jigsaw pieces and 900 notes. In the ending sequence Mumbo comes down a tree with some secret photos. Once I saw what was on them I quickly went to the levels to try the cheats. I was extremely disappointed to find out that they didn't work! My question is why?

Thomas Campbell

THE TRUTH

These are secret areas only accessible when you purchase the sequel to Rare's little beastie.

DEAR TOTAL 64

Dear TOTAL 64,

Firstly, just to say that your mag is brill and I think it's the best of the lot. Secondly, what is wrong with Nintendo? They are bringing out some top class games but the distribution – they don't have a clue! I mean, we are getting slaughtered in Japan by Sony, and Nintendo are still bringing their games out first in Japan! However, here in the West we are beating Sony and still getting the good games last. Lastly, I have a few questions:

1. Is *1080* the best snowboarding game on the N64?
2. Is *Turok II* going to have the same annoying fog as *Turok I*?
3. Which do you think is better, *Mortal Kombat 4* or *Bio F.R.E.A.K.S.*?
4. Is *Zelda 64* better than *Banjo-Kazooie*?

From

Sebastian Bell

THE TRUTH

1. Yes.
2. NO.
3. MK4.
4. It will be the best game in the world... probably.

DEAR TOTAL 64

Dear Firing Line,

First of all, congrats on your mag. I have a few questions:

1. When is the expected release date for the N64 DD?
2. What is the expected retail cost?
3. What will be the major software titles expected for release?
4. Do you think that the N64 DD will be even more powerful than what the Sega Dreamcast machine will be?
5. Will it sell separately from the original N64 machine?

Paul Murphy

THE TRUTH

1. No... No... No...
2. Jibber... Jibber... Jibber...
3. Aaaargh!
4. Dribble
5. Wibble!

DEAR TOTAL 64

Dear Total 64

I think your mag is great and very helpful. I've been reading your mag for about a year and a half now and I was wondering if you could answer some questions for me – they are:

1. Are them any cheats for *Banjo-Kazooie* and if so, what are they?
2. When (if?) will the N64 DD be coming out in England?
3. I've heard rumours that there will be an N64 2000 coming out – is this true?
4. Will there be any action/adventure games after *Mission: Impossible*? And if so, what?

Thanks – from the biggest N64 fan in the world.

Anthony Driver

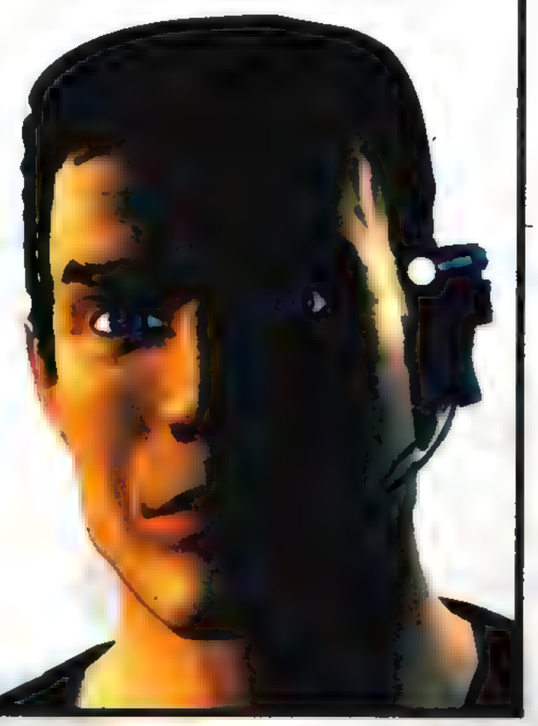
THE TRUTH

1. Check out Cheaty Monkey (Issue 18)

2. Good questions, we ask the same ones all the time.

3. Doubtful – the N64 software line-up is looking stronger than ever. They would be mad to think of unveiling a new machine at the moment.

4. Loads, but Win-Back ***is the most obvious, then there is*** Hybrid Heaven.



DEAR TOTAL 64

Dear *Total 64*

I have recently purchased an N64 and the first magazine that I purchased was Total 64 because of its really good cover, its free gifts and it mentions all the news about the N64 and its games.

I have noticed that PlayStation have done a game booster which you can plug into your Playstation and you can play Nintendo Game Boy games. Why is it allowed to be brought out and why don't Nintendo sue them?

Thank you for answering my questions and keep bringing out your great magazine.

From

Anthony Price

THE TRUTH

Probably because Nintendo rather enjoy the idea of Playstation owners playing Game Boy games on their pesky little 32-bit machine.

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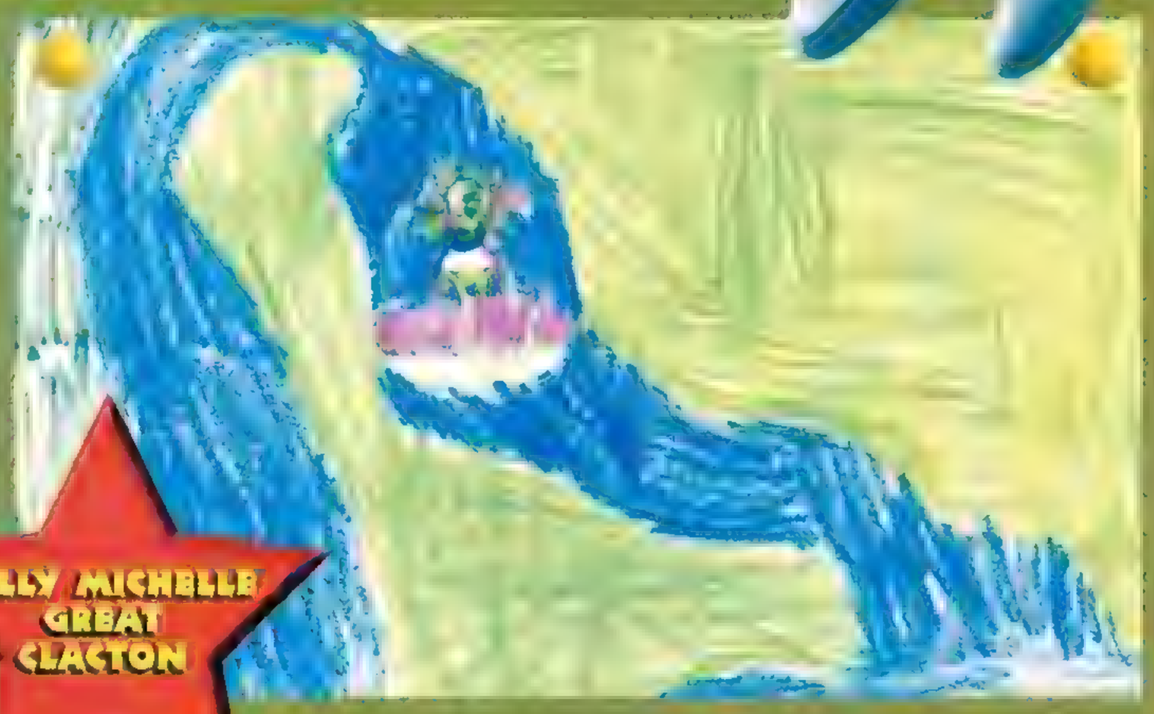
We'll have none of this Pigs lark, and judging by your responses you lot out there are not that overly interested in drawing pig-based pictures. However, as usual, there are top prizes for the best juxtapositions the world or just down-right silly pictures that you send in. Keep 'em comin'!

● AB ETTEH
LEEDS

● MOOS BOULOGNE – AGE 14
HOLLAND



KELLY MICHELLE
GREAT
CLACTON

● BEN KIMURA – AGE 12
USA

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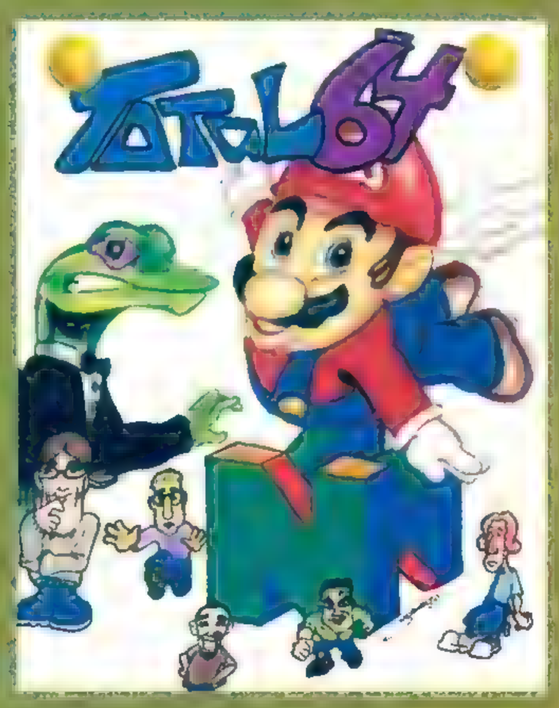
● GARY FRY – AGE 16
LONDON

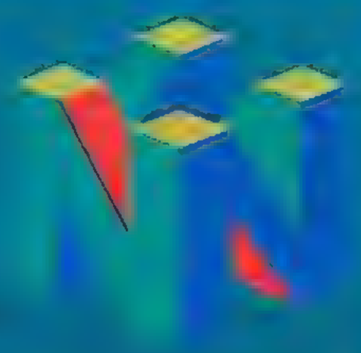


● JOHN SLOWIAK – AGE 15
USA

● STEVEN WATSON – AGE 16
LONDONDERRY

FIRE

Those boys at Fire International have really done us proud, for this month and for the foreseeable future. If you're lucky (and talented) enough to have your picture of your favourite N64 character printed in this section of the mag, then you'll win some top prizes! The Star Picture wins an official N64 pad, two Jolt Paks with built in 1MB memory, two Joypad X-Tender cables and two official N64 keychains. If that's not enough, all the runners-up win a Jolt Pak with 1MB memory and an official N64 keychain! So get those crayons and felt tips out now and get scribbling!



We've had a great response to this pics section since we started it. Unfortunately we don't have room to print them all, but every issue we'll print a selection of the best we receive, so keep them coming in.
If you want your artwork to appear on this page, there are a few points to note.
Remember to include your name, address and age (make sure it's written on the back of your work, or else we'll lose it!) and if at all possible, try to use a large envelope so that you don't have to fold it too much.

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Matthew Allen Holding – 90504 pts

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Jeremy Wendt – 1'03.09
Dominic Floyd – 56650 pts

CRYSTAL PEAK
Jeremy Wendt – 1'28.34
Dominic Floyd – 80320 pts

GOLDEN FOREST
Jeremy Wendt – 1'20.22
Abraham Alzouman – 61109 pts

MOUNTAIN VILLAGE
Jeremy Wendt – 1'31.67
Norman Obeseki – 50552 pts

DRAGON CAVE
Norman Obeseki – 1'26.55
Jeremy Wendt – 79535 pts

DEADLY HALL
Norman Obeseki – 1'08.27
Dominic Floyd – 147801 pts

LYLAT WARS

CORNERIA
Rob Pierce – 275

ZONESS
Andrew Robson – 347

METEO
Patrick Pfeffer – 431

AREA 6
Greg Ihnatenko – 535

SECTOR Y
Andrew Robson – 253

SECTOR X
Patrick Pfeffer – 289

KATINA
Tim Kliewer – 327

MACBETH
Andrew Robson – 232

AQUAS
Andrew Robson – 202

AREA 6
Greg Ihnatenko – 535

FORTUNA
Arron Taylor – 87

SECTOR Z
Dimitri Jarazraj – 122

BOLSE DEFENCE
Dimitri Jarazraj – 269

TITANIA
Andrew Robson – 264

SOLAR
Andrew Robson – 144

VENOM
Andrew Robson – 263

GOLDENEYE 007

DAM
Padraic McDonnell – 00:33

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Jonathan Gane – 1:41

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Patrick Laakso – 0:19

JUNGLE
David Campbell – 1:23

SILO
Eric Russell – 1:28

CONTROL
Eric Russell – 04:29

FRIGATE
Tom Rattle – 00:24

CAVERN
Padraic McDonnell – 00:43

SURFACE
Padraic McDonnell – 00:36

CRADLE
Patrick Laakso – 00:48

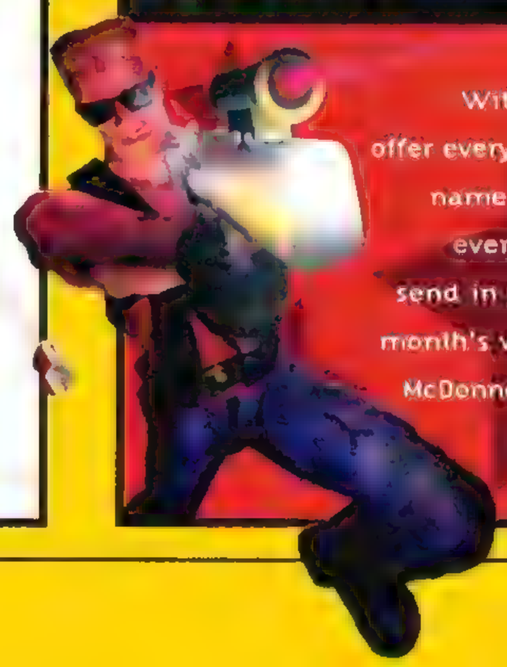
BUNKER
Jonathan Gane – 00:22

AZTEC COMPLEX
David Campbell – 03:06

STATUE
Padraic McDonnell – 2:03

EGYPTIAN TEMPLE
Tom Rattle – 00:51

BE A WINNER WITH TOTAL 64



With great prizes on offer every month and your name in print, there's even more reason to send in your scores. This month's winner is Padraic McDonnell for his superb performance in *Goldeneye*.

WINNER
PADRAIC MCDONNELL

RUNNERS-UP
ERIC RUSSELL
(Send us your Address!)
TOM RATTLE
ERWIN ZEEVAART
PATRICK LAAKSO

ES

EXCITEMENT DIRECT

Once again, Excitement Direct have done the good deed of sponsoring our High Scores pages, and if you're ever in need of new software and hardware, then look no further than Excitement Direct's advert on page 63 for all the top deals. This month's lucky winner will receive a copy of the game of the year, *Turok 2*, and an Expansion Pak, which is very cool indeed. The four lucky runners up are getting a memory Pak for their troubles. If you fancy a bit of the prize winning action then send us evidence of your scores – be it photos and videos – so that we can sift through them and choose five lucky winners. Remember those immortal words of the irrepressible Jeremy Beadle... Next time, it could be you!

MARIO KART 64

LUIGI RACEWAY

UK Race	1'29.25	Alan Dundas
UK Lap	0'28.92	Alan Dundas
US Race	1'23.10	George Weif
US Lap	0'26.21	Tim Kliewer

TOAD'S TURNPIKE

UK Race	1'47.69	Alan Dundas
UK Lap	0'33.09	Alan Dundas
US Race	1'51.04	Greg Ihnatenko
US Lap	0'34.05	Greg Ihnatenko

WARIO STADIUM

UK Race	0'22.03	Rob Pierce
UK Lap	0'06.14	Lewis Evans
US Race	1'06.37	George Weif
US Lap	0'05.41	Greg Ihnatenko

DK JUNGLE PARKWAY

UK Race	0'35.01	Rob Pierce
UK Lap	0'05.11	Rob Pierce
US Race	0'34.0	Greg Ihnatenko
US Lap	0'05.70	Greg Ihnatenko

MOO MOO FARM

UK Race	1'22.80	Alan Dundas
UK Lap	0'27.21	Alan Dundas
US Race	1'17.30	Greg Ihnatenko
US Lap	0'26.43	Greg Ihnatenko

FRAPPE SNOWLAND

UK Race	0'28.12	Steven Canuck
UK Lap	0'06.54	Alan Dundas
US Race	0'26.13	Loustarinen Tata
US Lap	0'05.51	G.Weif/G.Ihnatenko

SHERBERT LAND

UK Race	1'59.50	Alan Dundas
UK Lap	0'38.91	Alan Dundas
US Race	1'44.47	Greg Ihnatenko
US Lap	0'34.38	Greg Ihnatenko

YOSHI VALLEY

UK Race	1'24.28	Danny Dunn
UK Lap	0'11.22	Danny Dunn
US Race	1'30.93	Loustarinen Tata
US Lap	0'09.30	George Weif

KOOPA TROOPA BEACH

UK Race	1'29.21	Alan Dundas
UK Lap	0'29.21	Alan Dundas
US Race	1'24.91	Tim Kliewer
US Lap	0'26.70	Greg Ihnatenko

CHOCO MOUNTAIN

UK Race	1'24.34	Steven Canuck
UK Lap	0'27.94	Rob Pierce
US Race	1'24.34	Greg Ihnatenko
US Lap	0'27.80	Greg Ihnatenko

ROYAL RACEWAY

UK Race	2'08.76	Rob Pierce
UK Lap	0'41.47	Gary Davies
US Race	1'48.73	George Weif
US Lap	0'35.89	George Weif

BANSHEE BOARDWALK

UK Race	2'03.98	Alan Dundas
UK Lap	0'41.26	Alan Dundas
US Race	1'50.70	George Weif
US Lap	0'36.45	Greg Ihnatenko

KALIMARI DESERT

UK Race	2'09.48	Alan Dundas
UK Lap	0'40.28	Alan Dundas
US Race	1'39.14	Tim Kliewer
US Lap	0'32.65	Tim Kliewer

MARIO RACEWAY

UK Race	1'02.63	Steven Canuck
UK Lap	0'19.83	Gary Davies
US Race	0'57.63	George Weif
US Lap	0'17.96	Greg Ihnatenko

BOWSER CASTLE

UK Race	2'13.49	Alan Dundas
UK Lap	0'44.00	Alan Dundas
US Race	1'58.24	Loustarinen Tata
US Lap	0'39.18	Greg Ihnatenko

RAINBOW ROAD

UK Race	4'18.19	Alan Dundas
UK Lap	1'22.25	Alan Dundas
US Race	4'16.89	Matthew Bailey
US Lap	1'21.69	Greg Ihnatenko

DIDDY KONG RACING

ANCIENT LAKE

UK Race	0'43.05	Justin Marshall

FOSSIL CANYON

UK Race	1'11.12	Joe Perry

HOT TOP VOLCANO

UK Race	1'14.54	Joe Perry

JUNGLE FALLS

UK Race	0'47.00	Joe Perry

WALRUS COVE

UK Race	1'40.34	Joe Perry

CRESCENT ISLAND

UK Race	1'14.31	Richard Dunn

WINDMILL PLAINS

UK Race	1'45.76	Joe Perry

DARKMOON CAVERNS

UK Race	1'48.90	Joe Perry

SNOWBOARD KIDS

ROOKIE MOUNTAIN

UK Race	0'26.63	Alan Dundas

BIG SNOWMAN

UK Race	1'37.73	Robert Gallagher

SUNSET ROCK

UK Race	1'35.40	Alan Dundas

NIGHT HIGHWAY

UK Race	1'32.20	Erwin Zeevaart

GRASS VALLEY

UK Race	1'42.83	Alan Dundas

DIZZY LAND

UK Race	1'36.80	Erwin Zeevaart

NINJA LAND

UK Race	0'23.76	Robert Gallagher

QUICKSAND VALLEY

UK Race	1'36.43	Alan Dundas

SILVER MOUNTAIN

UK Race	1'46.30	Erwin Zeevaart

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NEXT MONTH

POSTER

Having already proclaimed *Body Harvest* as one of the all-time great games on the N64, we shall be getting our chums at DMA to render [illegible] and needless to say! exclusive poster – be afraid. Be very afraid...

Reviews

MICRO MACHINES

This issue saw us preview the little gem. Next month we get serious! Played until the cartridge flees with total exhaustion, and rated in our own un-biased manner.

ZELDA: THE OCARINA OF TIME

We link up with the star of what is arguably the biggest Nintendo title of the year. We've heard, you've heard too and everybody else has heard, but what is it REALLY like? Find out next month.

TOP GEAR OVERDRIVE

With racing titles coming in thick and fast, it might be all too easy to be overwhelmed by the sheer wealth of them. However, this little beauty will run in hi-res with the expansion pak – could this be the racer that gives *Gran Turismo* a kicking?

SUPERMAN

He may wear tights but you wouldn't want to fight him. He may be faster than a speeding bullet but will he make our deadline on time?

KNIFE EDGE

Fancy a bit of blasting action? Then *Knife Edge* should be right up your street. However, we'll reserve judgement for this shooter on rails until we've kicked a few Martian butts.

64 Mations

CARMAGEDDON 64

Believe it or not, one of the most controversial PC titles ever is set to grace the N64. We'll be tooling along to Manchester to have an exclusive sneak peek at one the potentially top titles of 1999.

Features

With the forthcoming release of 'Big Duke's' second Nintendo appearance, we'll [illegible] the low-down on the secret bits and show you everything you want. You can also expect an interview... with the big man himself!

This being the last issue of 1998, we'll be looking back at the grates and the greats of the past year. We'll also be giving you the lowdown on the games that will make the New Year the best ever for the N64.

BOOK V-RALLY

Brmmm, Brmmmm! Are you stuck in first gear? Or sliding about the road like fish on a banana skin? Fear not. We have the guide to solve all of your *V-Rally* problems. You can't fail!

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and much much more!

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TOTAL 64

total64@rapide.co.uk

EDITOR
Simon Phillips [simonp@rapide.co.uk]

SUB EDITOR
George Davies [George@rapide.co.uk]

SENIOR STAFF WRITER
Lee Barrass

STAFF WRITERS
Jon Austin, Paul Stocks

ART DIRECTOR
Ian Roxburgh [en@rapide.co.uk]

DESIGNERS
Nick Cox
Graham Dalzell [gra@rapide.co.uk]

PRODUCTION MANAGER
Steve Michaels [steve@rapide.co.uk]

PRODUCTION ASSISTANTS
Brian Garwood, Andy Dunn

PRODUCTION CO-ORDINATOR
Anna Matheson [adprod@rapide.co.uk]

PUBLISHER
Dave Perry [gamesanimal@rapide.co.uk]

PROPRIETOR
Mark Smith [marksmith@rapide.co.uk]

DIRECTOR OF ADVERTISING
Gerard Richardson [sales@rapide.co.uk]

SALES EXECUTIVE
Wayne Lush
Advertising Tel: 01392 495155
Advertising Fax: 01392 433505
ads@rapide.co.uk

SUBS/MAIL ORDER
Helen Lawson [subs@rapide.co.uk]

DIRECTOR OF PUBLISHING
Mark Ayshford [ayshie@rapide.co.uk]

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Cover image by Mark 'Jock' Simpson

ARE YOU EXPERIENCED?

By the time you read this mag, Christmas will be hoving into view. Santa will be mounting his reindeer, readying himself for the one [illegible] of the year when he actually [illegible] some work. We at Total 64 will no doubt be playing *Zelda, Turok*, *Wipeout 64* and *Bad Harvest* whilst scoffing the odd mince pie. Well, everyone except for Badass Who'll be p[illegible]ing [illegible] *8* (for the umpteenth time in readiness for that football feature we are trying to put him off with[illegible]). For [illegible] o[illegible]ners in the land it should be a stonking Christmas with more fantastic games than at any [illegible] its [illegible]. Enj[illegible] yourselves this Christmas, but after you've opened up all those presents and pigged [illegible] for to[illegible]ey, [illegible]et [illegible] check out the next issue of Total 64 when we'll be reviewing all that was N64 in 1998 [illegible] oki[illegible] to 1999. If y[illegible] th[illegible]nk that this year was great, then next year will blow you away!

SEE YOU IN THE NEXT EXCITING ISSUE OF TOTAL 64 – AND REMEMBER, ACCEPT NO SUBSTITUTES!

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